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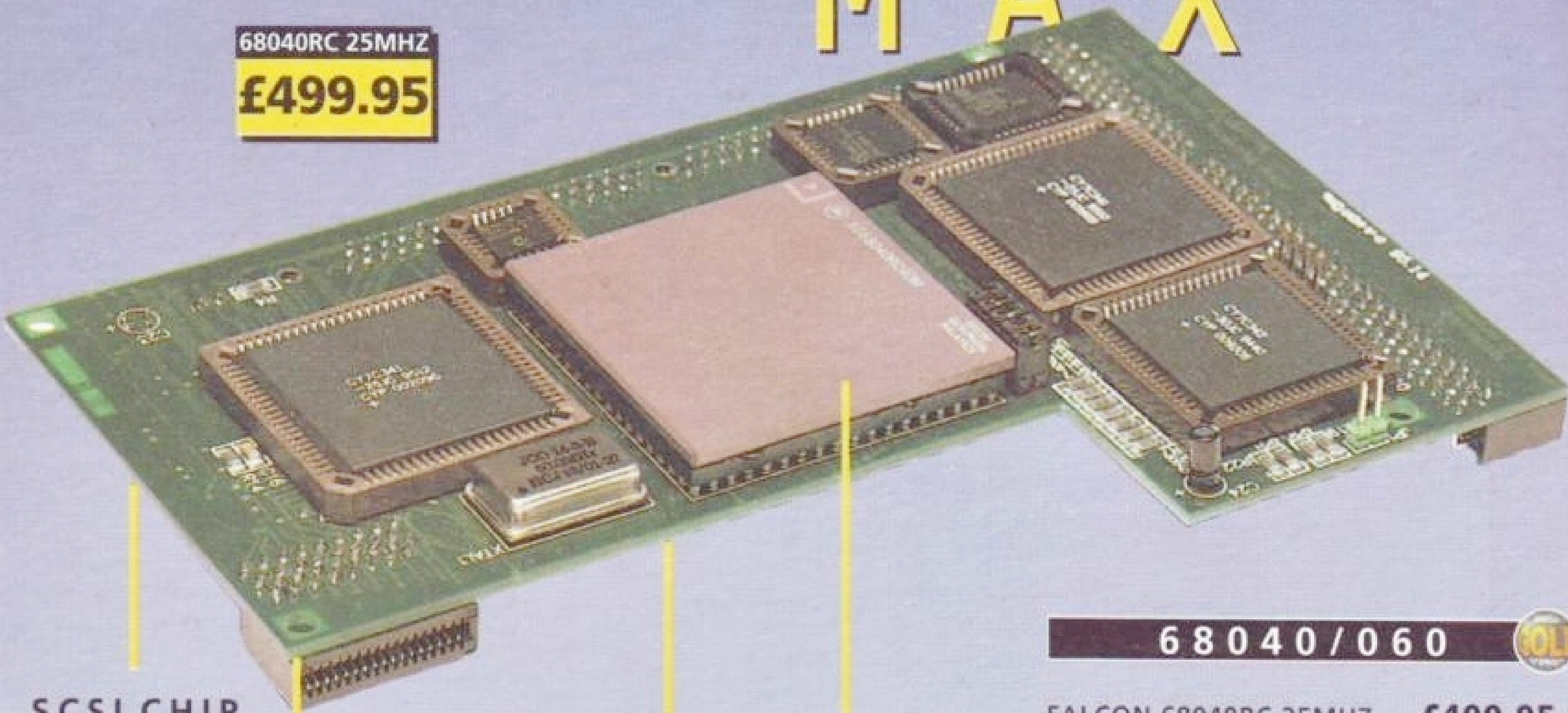
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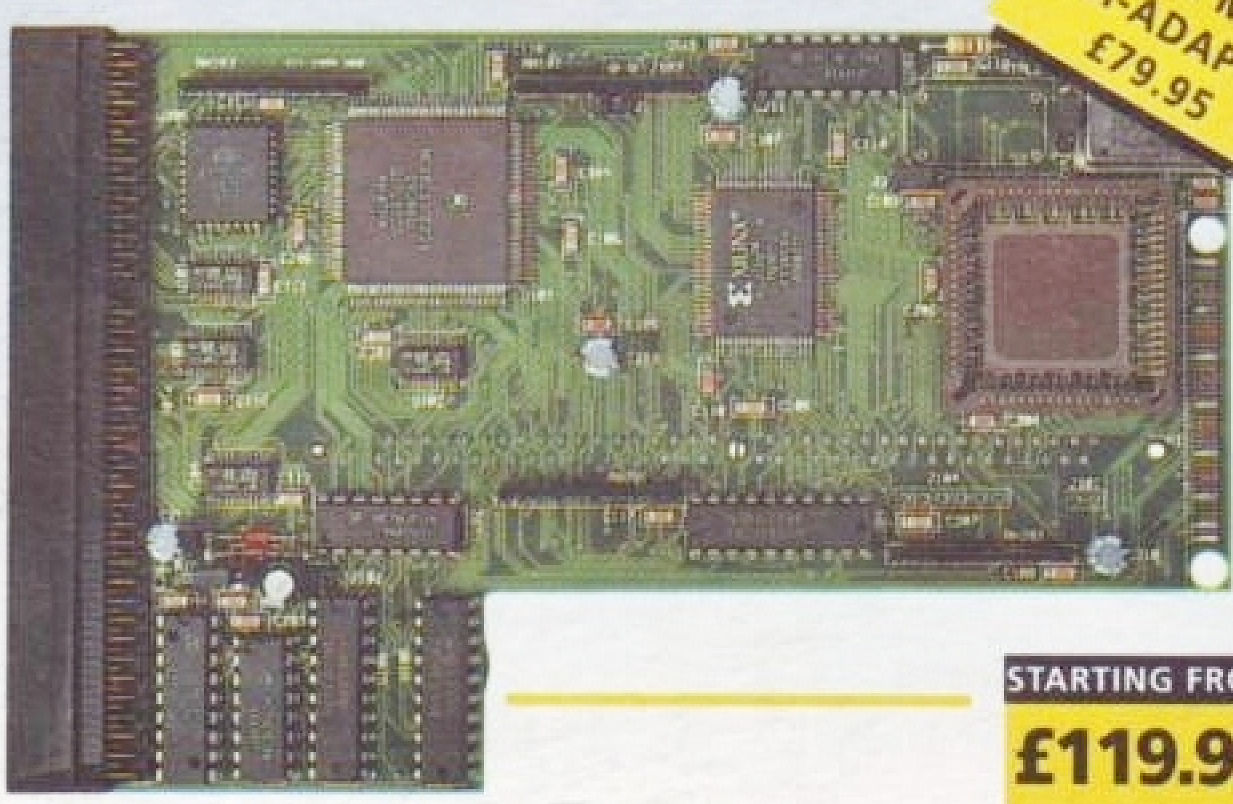
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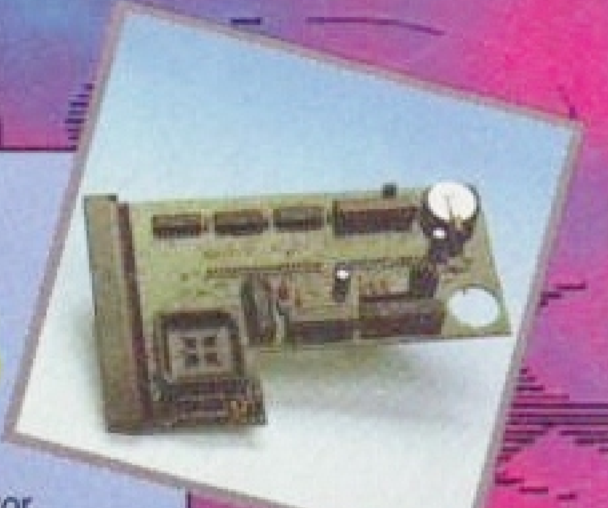
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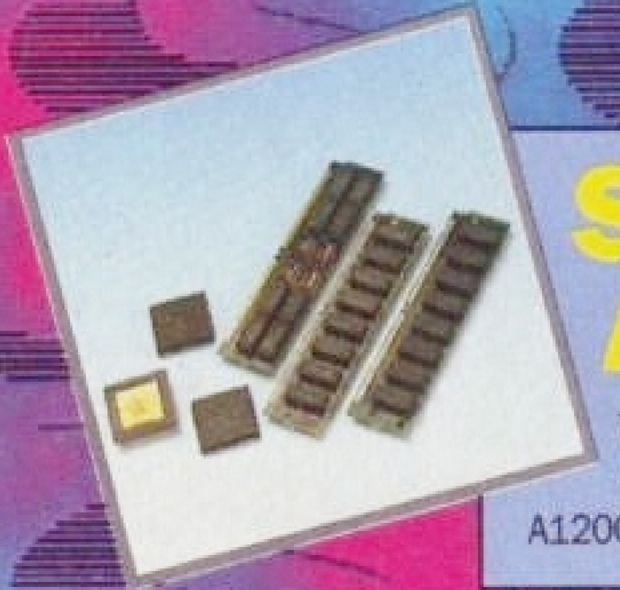
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NEWS page 12



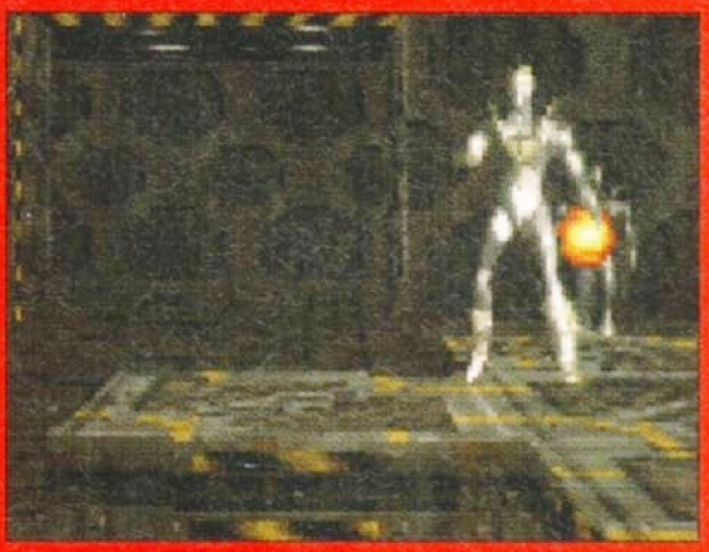


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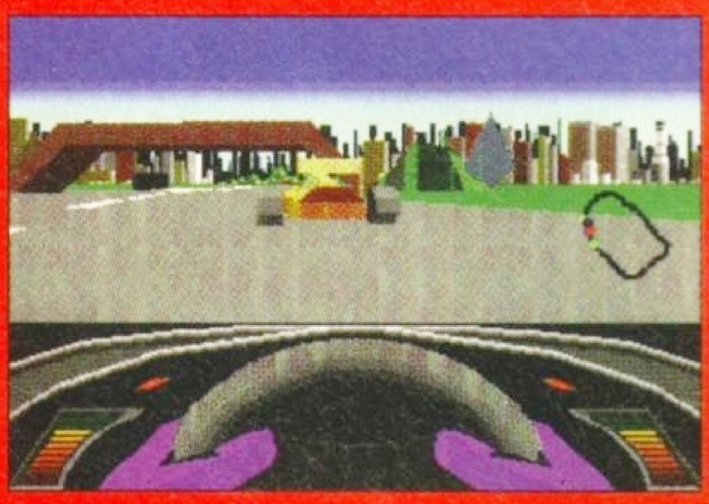
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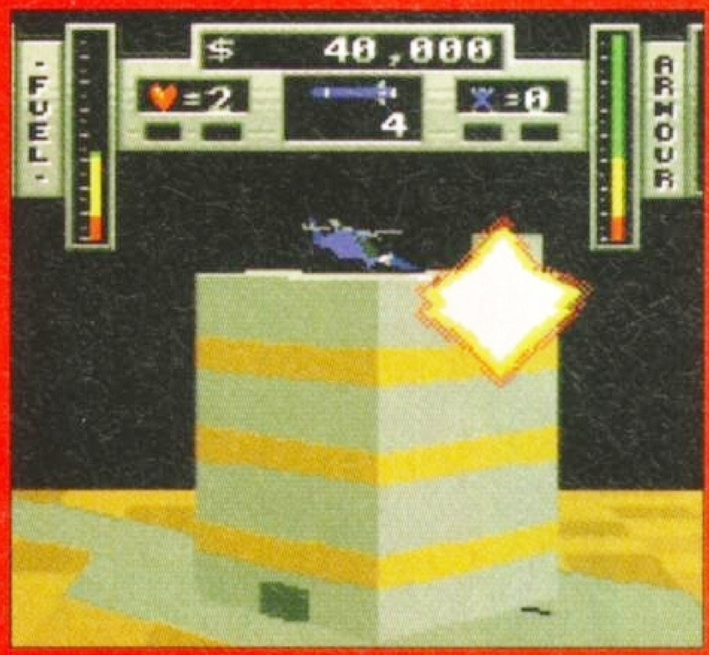
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LEADING LAP



ZEEWOLF 2



PINBALL PRELUDE

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Computer '95 Show Report



Great things are afoot in the Amiga world. We were able to find out more during the Computer '95 Show in Cologne, Germany. Turn to...

page 19

1995 REVIEW

Join us for a stroll through one of the most eventful years in the Amiga's history, as seen through the eyes of *Amiga Format*.

page 25

A pleasant suprise



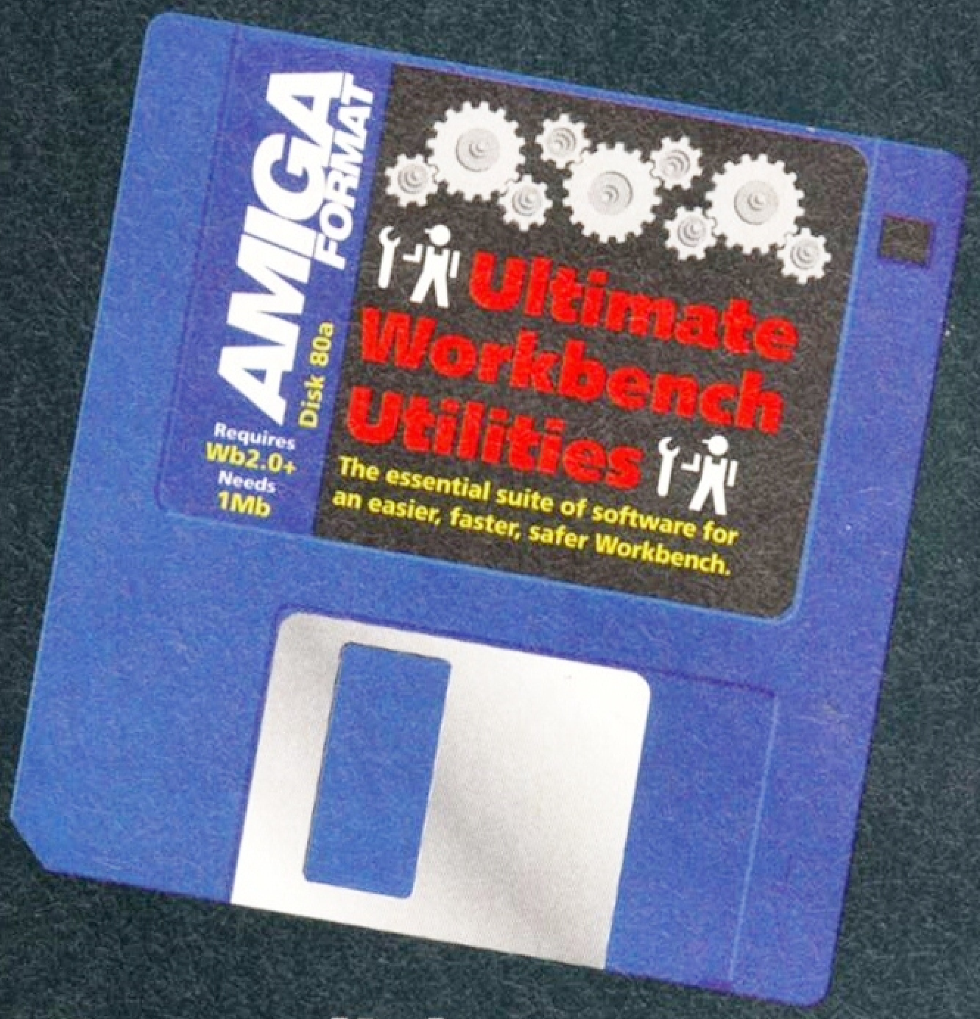
David Pleasance is back in the form of Tangent Music Design – a partnership intent on demonstrating the fact that the Amiga *can* produce results just as good as any other music computer.

page 30

REGULARS

OFFERS

Coverdisks



Coverdisk A: Ultimate Workbench Utilities – p132

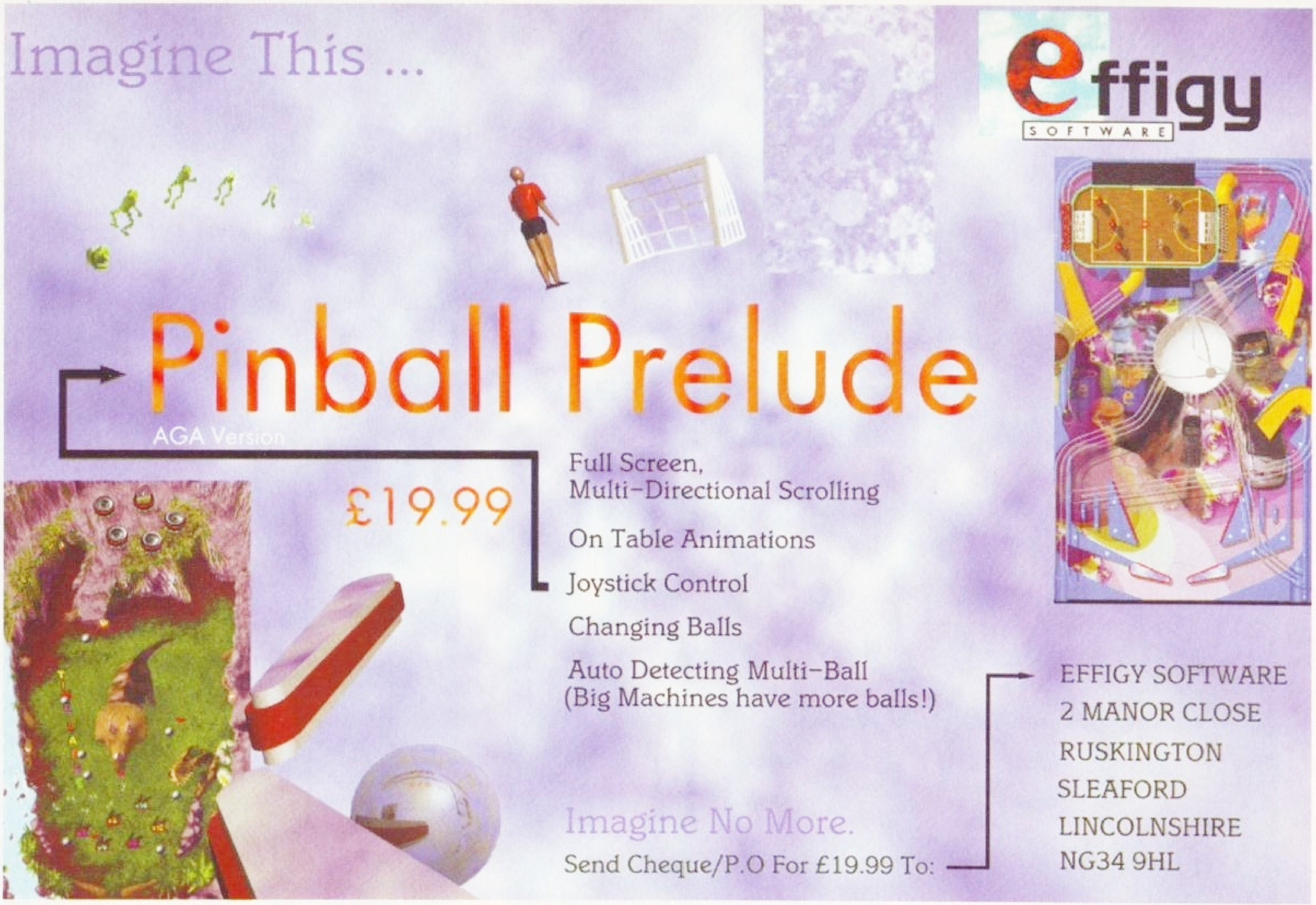
Not a single package, but a collection of the most up to date, most vital and most useful Workbench utilities, from disk salvage software to file managers, virus checkers to image viewers – you can't afford to be without it.



Coverdisk B: Breathless – p130

Check out this beautiful first person perspective shoot-em cum explore-em-up ever seen in the history of the Amiga.

Play our exclusive one-level demo and gain some insight into why we're doing cartwheels over it.



ADVERTISER INDEX

JANUARY 1996

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1996 In View



Nick Veitch boldly surges forward into a new year for the Amiga, one full of hope, optimism and happiness for us all – apart from the monsters in *Breathless*...

Surprisingly, it isn't very often I get really excited by a new game, but over the last few months we have seen some tremendous releases. There was *Alien Breed 3D*, *Worms* and now, *Breathless*.

I was intrigued when I learnt that Power Computing were going to be publishing a game. Well known as they are for hardware and serious software, entering the entertainment market is a big step. But I'm sure it was a step that was very easy for them to take after seeing *Breathless* – just as easy as it was for us to say: "We'd like that on our Coverdisk please".

If you haven't already played with the Coverdisk demo (how could you resist?), then go and do so right now. Then you can read the exclusive review on page 47. And then you can rush out and buy it.

And it's by no means the only great game we have for you this month. After what seems to have been a very long and disturbing quiet period, Binary Asylum have just released the sequel to their acclaimed *Zeewolf* helicopter-gunship-races-around-polygon-landscape-and-blows-up-things game. Cunningly named *Zeewolf 2*, it is a reworking of the original with more things to blow up and more vehicles to do it with. Don't listen to me, though, since our own Mr McGill has spent what seems like the whole month playing this game, if not the full 24 hours a day, then at least a good 20. In fact, he knows it so well that he terrified Binary Asylum with frequent, probing phone calls.



On the productivity side, that lucky Mr Sandiford went to the recent show in Cologne, where he obviously had a good time, because he came back with loads of review samples of great new products, which he wouldn't let me see in case I took them away from him.

The most interesting of these (for me anyway) was Anti-Gravity's *IMPACT!* kinematics system for *LightWave*. This tremendous system allows you to apply real-world forces, such as gravity, to selected objects within a scene, and will work out resultant forces and collisions.

The most interesting thing according to everyone else is *MainActor Broadcast*, the latest in a line of animation processing software, which goes far beyond what you could do with old *AdPro* and *FRED*.

Well, there isn't time to mention the new Amiga monitor, our feature on David Pleasance, the *Link It!* system, or even *Pinball Prelude*, because I think there's just enough time for me to thrash Steve McGill at *SWOS 95/96* one more time before the night watchman throws us out of the building...


AMIGA FORMAT

Amiga.net

Get yourself connected!

In the first of a new series on how to use the Internet, **Darren Irvine** picks out the best email systems

The Amiga is an ideal Internet solution, and Amiga Tech.'s new bundle will be emphasising this.

AMIGA FORMAT news

Surf's up for A1200 – new bundle promised

Amiga Technologies have revealed to us that there will be an Internet-specific bundle of the A1200 on sale early next year. Although no specifics were given, we understand that the pack will contain a modem, an A1200 with hard drive and the relevant TCP and netbrowsing software.

Having campaigned for such a venture (see *AF78* amongst others), we obviously think that this is great news. The basic Amiga setup is an ideal, low-cost solution for families or organisations who want Internet terminals. The Amiga, as a multimedia platform, is obviously ideally suited to this task, with its integrated sound and graphics capabilities.

The only drawback so far is that there has been no concerted commercial effort to bring together the network software (TCP) and the browsing software (*AMosaic* etc.) into an easy-to-use package, suitable for novices.

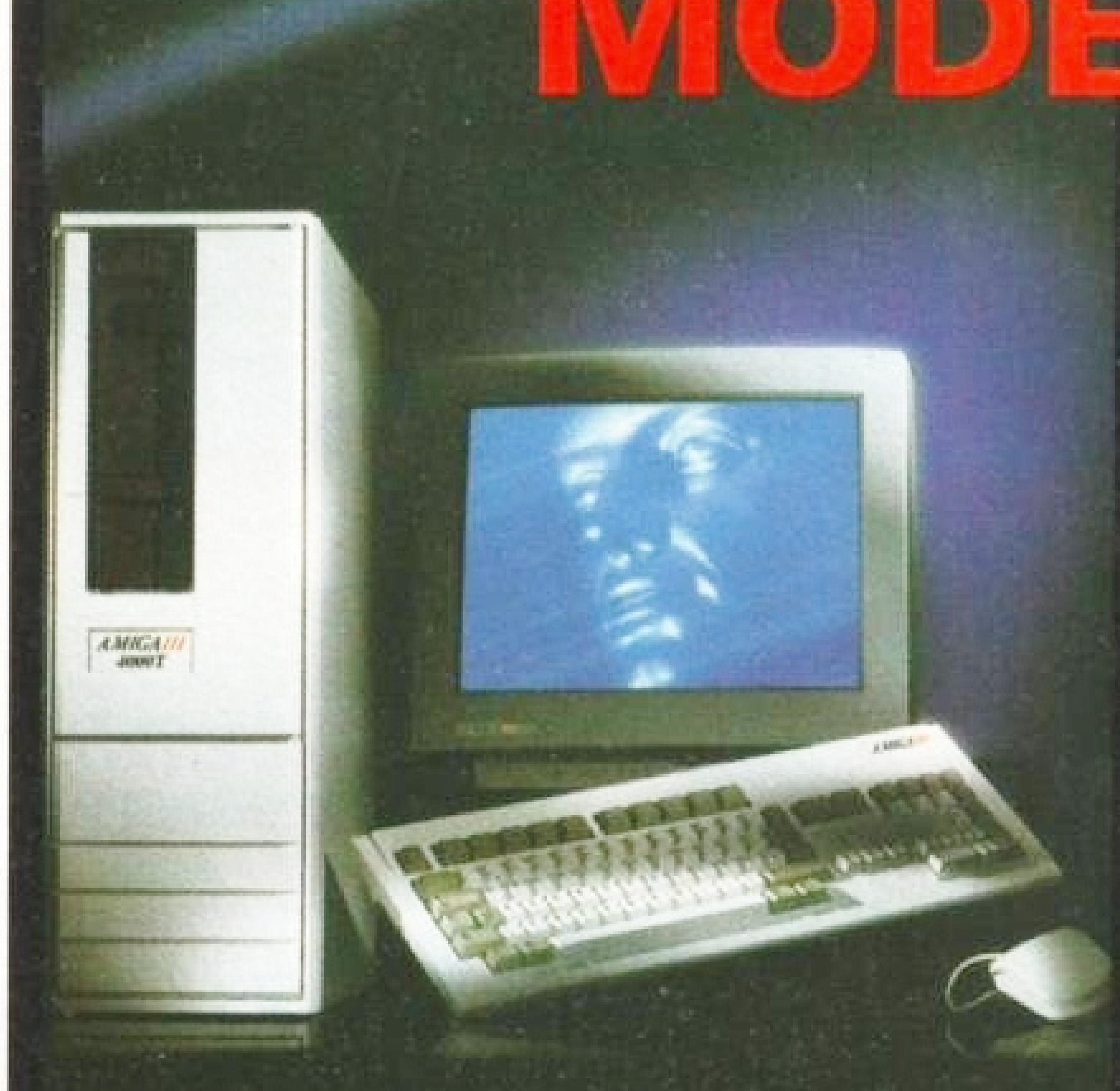
However, as Jonathan Anderson told *Amiga Format* in October: "Our intention is to include support for the Internet next year. This will be included in Workbench". We understand that Amiga Technologies had been talking to developers about this project even before the relaunch of the A1200, so the resulting bundle may not only include the relevant hardware, but also proper TCP support through Workbench.


Jonathan Anderson



The Amiga Magic Pack (below) will soon be joined by a pack aimed at Net surfers.

A4000s ARRIVE, NEW MODELS ON THE WAY


A4000s won't be produced in large numbers initially, but hopefully there will be enough for those whose business depends on them.

The new A4000s are now officially in stock, only slightly later than they were promised. The initial batch of machines are '040 only, the more powerful '060 versions will follow in January.

Although the A4000 doesn't seem to be priced very competitively, the common consensus is that the initial run will be snatched up at any price by people who have been starved of powerful Amigas for too long. These people mainly include corporate clients who use the Amiga as the centre of a multimedia, rendering, or desktop video solution.

More new machines seem to be on the way. Petro Tsychtchenko, MD of Amiga Technologies, made an official announcement at the Computer Arena conference in Rome that an A1200+ machine was on the way for early '96.

Although he did not reveal any specifics, *Amiga Format* believes that the new A1200 will feature a 68030 processor, and include a SIMM socket on the motherboard to facilitate RAM upgrades.

It is unclear whether this machine will be sold as a stand-alone unit, or only as part of a bundle.

"It was about a year ago that we thought of the idea. Another company had always, in our opinion, wrongly claimed to be the de facto for music computers. We decided that we would set out to prove that we can produce world-class quality music using the Amiga and give the five and a half million Amiga owners worldwide something to be proud of."

DAVID PLEASANCE PAGE 30

Trouble in store



High profile Escom stores could do a lot for the Amiga, but do their staff have a hidden agenda?

Although ESCOM stores are now stocking the Amiga, it seems that some sales staff are not necessarily giving out the best advice. Amongst the complaints, one outraged Amiga fan told us that a store assistant had told him, "the Amiga is only around for Christmas, then it will go out of production. If you want a machine with a future, you are better off with an Escom PC."

Amiga Technologies are very concerned about this situation and have made the following suggestions if you find yourself in a similar situation:

- Ask to speak to the Store Manager.
- If he or she is unhelpful, take the names of the people involved and make a note of the location of the store.
- Forward these details, with a covering letter explaining the circumstances to Amiga Technologies at: 1st Floor, 6 Bridge Avenue, Maidenhead, Berks SL6 1RR.

The show must go on

The *World Of Amiga* show will take place early in 1996. There has been a certain amount of confusion because the show organisers were sadly let down over a venue for the original date. The event has been rescheduled to the 12-13th April and will now be taking place in the familiar venue of the Hammersmith Novotel.

The show is an important statement of faith in the machine by its new owners and, judging by the reaction to the recent show in Cologne, it doesn't seem as if they will be disappointed. Obviously, an exhibitor list is far from complete at the moment, but we would expect to see some representation from overseas developers, such as Phase 5, MacroSystems and Villagetronic.

For more details of the show as we get them, you can visit the *AF* homepage at: www.futurenet.co.uk/computing/amigaformat.html Or try ringing the organiser on 01369 706346.

Disk drive bother

After some extensive research, the incompatibility problem which prevents some games software working properly on the new A1200s has been tracked down to the floppy drive itself.

One of the hardware features, the DSKRDY line, which was present on all previous drives used in the A1200, is not supported by the mechanism used in new machines.

Normally, software applications would check to see if the drive was on and spinning at the correct speed by either waiting for half a second, or by checking the DSKRDY line. AmigaDOS, and therefore everything that works through Workbench, just wait for a bit and so they work fine.

Only games which work on very low-level disk access will be affected, but, unfortunately, it doesn't seem like there is any way around the problem short of remastering the disk, which many software houses may not be in a position to do.

Amiga Technologies have admitted that the official hardware reference manual is "ambiguous" in parts and advise developers: "When doing such low-level operations, it is always a good idea to look and see what the OS is doing". Programmers take note: do not try to make use of calls to DSKRDY anymore.

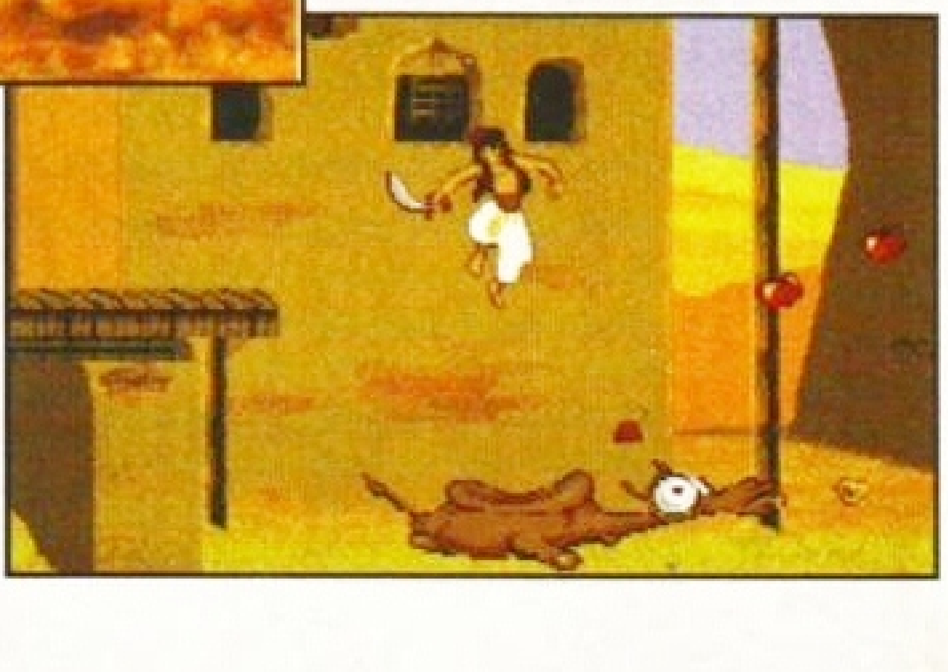
Fortunately, *Amiga Format* was able to prevent at least one near-disaster, by supplying the information in time for Binary Asylum to remaster their latest release, *Zeewolf 2* (reviewed on page 57), to work on the new machines.

All developers should now be aware of the difficulties with new drives and be able to adjust their software accordingly.





Citadel (above) and *Zeewolf 2* (left) were both saved from incompatibility by the quick reactions of *AF* and their respective developers. Older games like *Aladdin* (below) will sadly probably never work.



The Smith Column



So the World of Amiga Show went ahead in Toronto from 8th December '95, which is good news for all of us. As I understand it, because I couldn't get there, the seminar line-up was as follows:

Amiga on the Internet Fri. 5:00pm – 5:40pm; Scala Multimedia Production Fri. 7:00pm to 7:40pm; Amiga-PC Connectivity with LinkIt Fri. 8:00pm to 8:40pm; CD-ROMs and your Amiga Sat. 11:00am to 11:40am; Practical Modeling in LightWave 3D Sat. 12:00pm to 12:40pm; PC and Macintosh Emulation Sat. 1:00pm to 1:40pm; Professional 3D Graphics with Cinema 4D Sat. 2:00pm to 2:40pm; Structured Drawing with DesignWorks v2. Sat. 3:00pm to 3:40pm; Non Linear Video Editin Sat. 4:00pm to 4:40pm; Creating CD-ROMs on the Amiga Sun. 11:00am to 11:40am; 3D Digitizing with Vertisketc Sun. 12:00pm to 12:40pm; How to make Money with Multimedia Applications Sun. 1:00pm to 2:40pm (thanks to comp.sys.amiga.advocacy for the list).

Which seems to show just a teensy-weensy bias towards the graphics end of the market it must be said. This aside, the notion that the Amiga is once again attracting show goers and show organisers must be a good thing all around. Now we need AT and Escom to start ramping up that advertising for the Amiga because following the

The Amiga is still the most versatile home computer around. Welcome to the real world...

Christmas rush for new PCs and Macs, people are going to be sitting in front of boxes all over the world saying: "Waddya mean I need another 8Mb of RAM before the system will boot? Eh? Parity or no-parity? Do what? I just wanna play *Worms* is all. And waddya mean I can't load all of the system software because I need another hard disk? Come off it bud!". If only they'd known.

Just think if you'd been given an Amiga for your first computer at Christmas... and if you have, then welcome. Multitasking, plug it into the telly, loads of Shareware, loads of games, loads of cost-effective (cheap) software floating around the place. Built-in sound, an OS that doesn't increase your system overheads. If you've got any sense at all, you are going to be one happy bunny.

"But I can't play *Command And Conquer*! Bwhahhah" Oh please, you can't play *Sonic the flaming Hedepig* or *Super Plumber Boys* either can you? So what? You won't have to fork out god knows how many hundreds of pounds to make your computer do what you want it to do either. This is real plug and play bud. This is real computing with a human touch. No one needed to buy a Rolling Stones song or get Oliver Stone to witter on about power to convince people that the Amiga could do what you wanted it to do, when you want it to do it from a base unit. So get into it. The Amiga is still the most versatile home computer around. So Happy New Year and welcome to the real world.

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

The opinions expressed here are not always those of *Amiga Format*.

Phenomenal



An unprecedented and overwhelming response to the Coala competition set by *Amiga Format* in issue 78 left staff agog at the flood of entries pouring into the office every day since that issue hit the newstands.

In all, over 2,000 entries were received. The competition, held in conjunction with Siren and Empire Interactive, put 10 Apollo accelerator cards up for grabs. The winners will be drawn and notified shortly after this issue goes to press.

Rachel Hutton of Empire Interactive said, "gush gush gush gush"

Amiga Format would like to thank all the entrants who took part. The response was a boost for morale as well as an eye opener to the demand for accelerators out there.

Coala – one of the more innovative Amiga games of recent times, and certainly one of the most popular competitions.

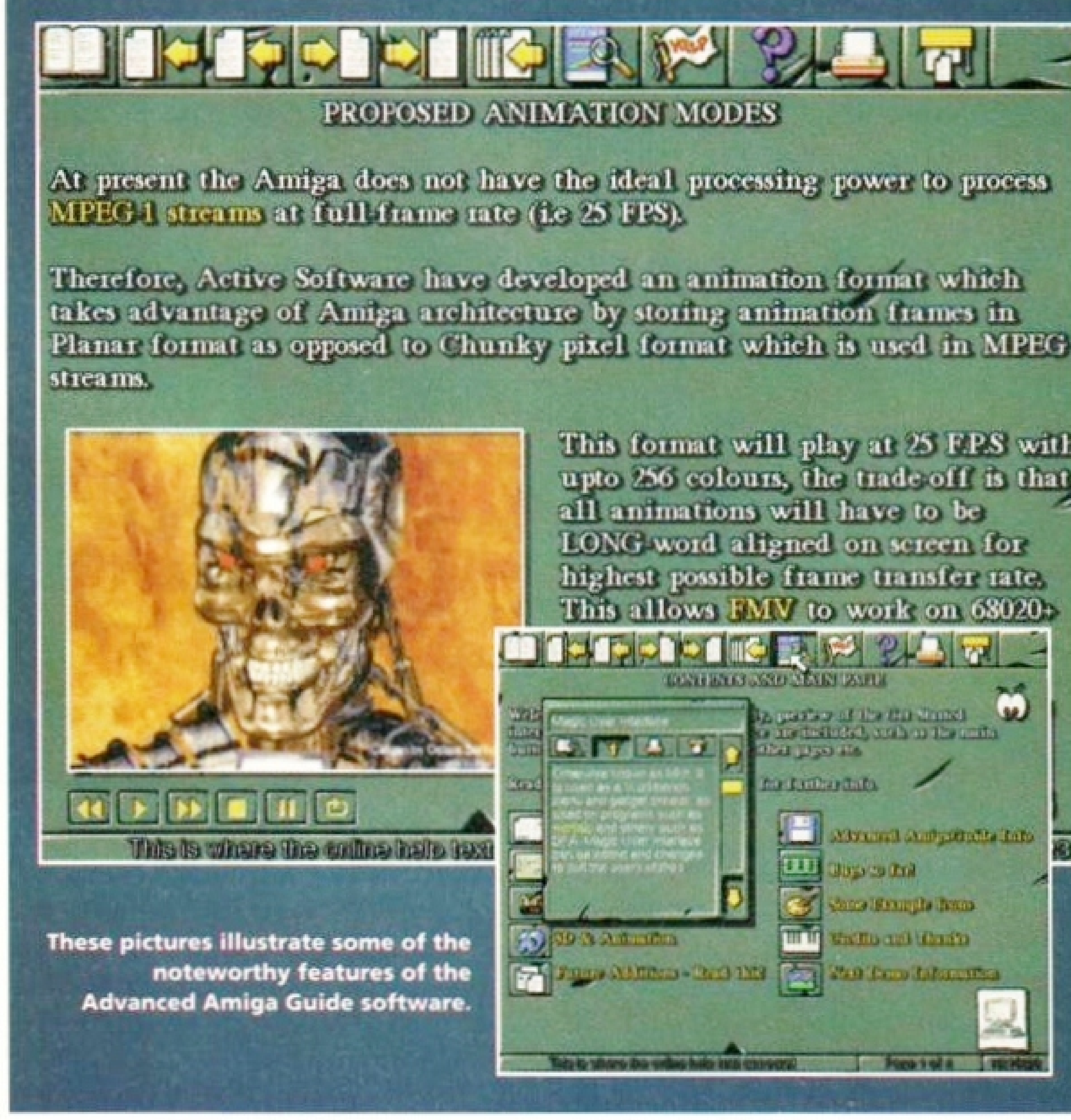
TIME TO GET STARTED

A new multimedia language called *Advanced AmigaGuide* will be showcased in a CD-ROM package called *Get Started*.

Developed by Active Software, the CD is targeted at Amiga beginners and intermediate users with the aim of helping them advance in the numerous fields of Amiga productivity.

Amiga Technologies have shown interest in *Advanced Amiga Guide*. Chris Wiles, Managing Director of Active, wrote the following down on a piece of paper, "I don't think anything like this has been done before. It really does prove that with skillful AGA programming the Amiga is capable of PC-style multimedia interfaces."

***Get Started* should be available for neophytes in late January.**



These pictures illustrate some of the noteworthy features of the Advanced Amiga Guide software.

Amiga - the future of television

If ever there was a moment for the combined weight of Amiga hardware manufacturers to showcase the potential and practicality of Amiga-based technology as the outstanding platform for a cable-television network, it is now.

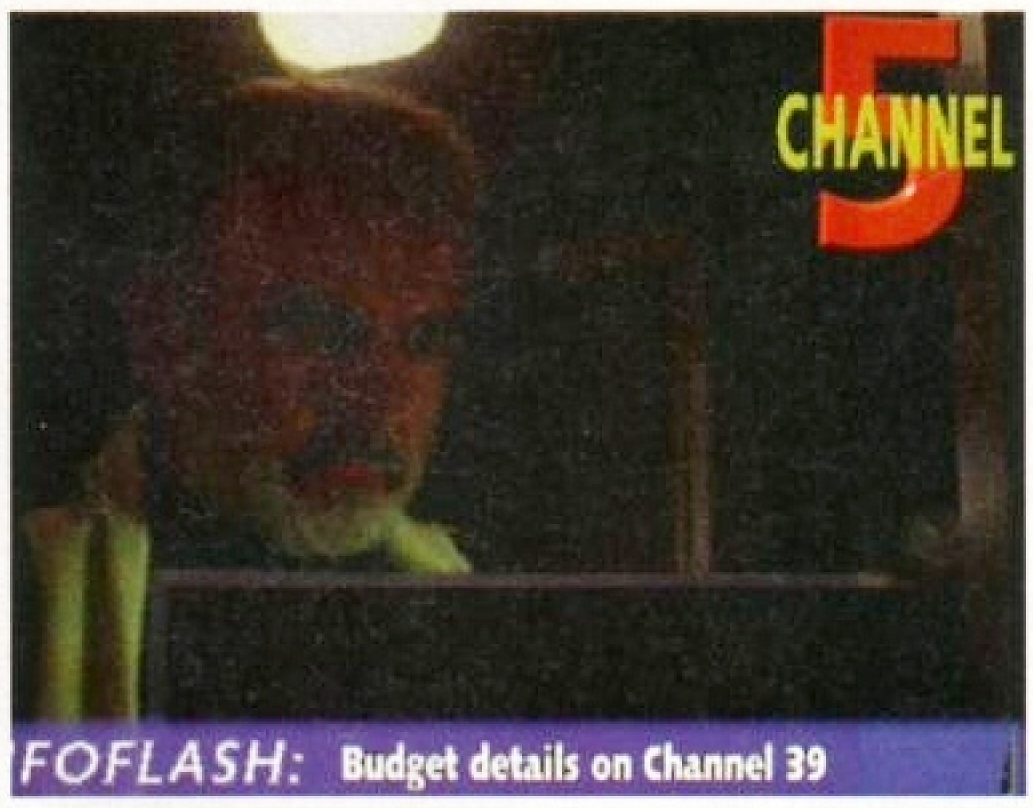
The announcement by Tony Blair in October 1995 that, if elected, he will allow British Telecom to compete directly with private cable-TV companies wiped £1 billion off of the share value of said companies.

In combination with the new scheme introduced by the Department of Trade and Industry to allow on-line services to be sent into consumer's homes by radio, cable-TV's chances of ever taking off are in danger of being completely crushed.

To combat the threat, the Cable Communications Association have spent £200,000 at the Telecom Manager's Association Show held in Brighton last month (November '95). The money was spent on the presentation of future multimedia services including:



HiSoft's Squirrel opened new doors for the Amiga – now their MPEG unit could repeat the success.



Amiga controled MPEG television. An opportunity for cable companies to pre-empt BT.

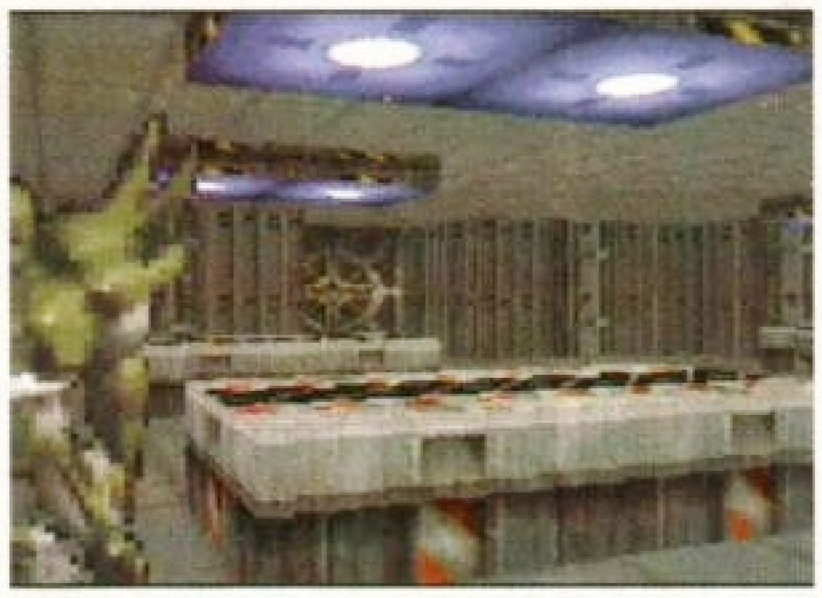
- Wideband Internet Access – A full 8MHz cable channel feed with access to the World Wide Web at claimed speeds that are 100 times faster than traditional methods.
- The linking of computer networks and telecoms to allow businesses access to locally-priced calls between offices.

Most important to the Amiga market, was the trial of television transmitted across a PC network. As the Cleveland Constabulary Information Network has so brilliantly and practically illustrated, the Amiga is best suited to, and most cost effective when working within this type of cable application.

Wideband access would mean that owners of Amiga technology-based set top boxes could enjoy video on demand, communicate with each other within their franchise area for free, and play network games such as *Super Skidmarks* and *Gloom*.

General Cable, the only cable company still trading in shares above their launch price believe that cable must demonstrate its unique capabilities to restore investor confidence, "a couple of years down the line most networks will be pretty well complete and investors will start to see some profits."

With the advent of Hi-Soft's MPEG decoder and Amiga Technologies' pledge to licence their technology to third parties, the Amiga's future could truly be the future of television.



It looks good, it plays well, it's Scottie's favourite – it must be Breathless.

The Bradford Column



It is a curious paradox that the Amiga's saviour is a company which, with their 'pioneering' strategy of selling high quantities of PCs at very low prices, is doing the most to undermine the Amiga's success, by making its price look disproportionately large.

After all, when a (highly desirable, if not essential) monitor is added to an Amiga Magic pack, it comes in at a few quid more than a 'base' PC system. Surely it is not beyond Amiga Tecnologies' technical capabilities to get the Amiga to interface with those same monitors which grace the average PC? That, at least, would be one positive benefit of being owned by one of Europe's largest PC manufacturers.

The Amiga's biggest selling point, over the years, has been the fact that it is a 'real' computer but at a much lower price than those lumbering dinosaurs used in offices. Now those dinosaurs have evolved to become quite nimble little things themselves, and anything which will help to regain the Amiga's price advantage should surely be looked into, shouldn't it?

It is something of a mixed blessing that Escom have now decided to stock Amiga in their stores. Yes, it's good that they – at least – will be advertising it, and it will have a greater High Street presence, but it's not going down too well with a lot of the independent retailers who have always been the backbone of the Amiga's success.

Anything which will help to regain the Amiga's price advantage should surely be looked into, shouldn't it?

Some of them are afraid that, should the machine not perform to Escom's expectations, they will slash the price in an effort to sell it through. Good news, you think? No. The independents will then be left with stock which they will probably have to lose money on to sell. Which hardly helps to build long-term trading relationships.

Many independents are already selling Amigas with a considerable amount of forbearance, knowing that profits made by Amiga Technologies will, eventually, filter back through to the parent company who are their main competition on the High Street.

So if Escom retail do unilaterally reduce the price of the Amiga, many of those independents will just wash their hands of the machine altogether. Never to touch it again. For the Amiga's long- term future, I hope AT are keeping a close eye on their parent's activities.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in this column are those of a fine, upstanding man – but not necessarily those of *Amiga Format*.

To find out more about the potential of MPEG, cable television, and the Cleveland Constabulary Information Network, turn to our feature on page 33.

MPEG PAGE 33

FANTASTIC FOUR SAVE SILICA



Following the application for an Administration Order by SDL (13th October 1995), a group calling themselves Anglo Corporation PLC have stepped in and bailed the stricken retailer out in a deal involving an undisclosed sum.

The buyout vindicates SDL's management strategy of applying for the much maligned Adminsistration Order to protect themselves from debtors – debts of just under £8 million had accumulated over a period of 18 months, due no doubt, at least in part, to the limbo-like state state of the Amiga during that period.

The re-emergence of the Amiga, SDL's most successful product line, combined with the various announcements by Amiga Technologies of new Amiga lines and support equipment such as CD-ROM, should secure the future of the company.

When commenting on the buyout, Stuart Tidy, joint Chairman of Anglo Corp said, "Our immediate focus will be to concentrate on taking full advantage of the busy Christmas season."

More plans will be unveiled next year. For now though, the future distribution lines of the Amiga are assured. Hurrah!

From left to right, Mike West, Stuart Tidy, David Gosling, Tony Deane.

Amiga Format's top 10 reasons to buy... an accelerator card.



Breathless in action. The best Amiga game this decade, according to Steve McGill.



There are many accelerators on the market at the moment. Look out for a round-up in March.



Most graphics programs, and especially rendering software, will also be enhanced.

1 You can play *Breathless* (see page 47) at the highest screen resolution and a faster running speed.

2 3D games in general run faster (including *F1GP*).

3 Windows in Workbench are optimised.

4 Most come with memory expansions on board.

5 Rendering times in 3D packages are vastly reduced.

6 More powerful Amigas are more attractive to developers.

7 Multi-tasking is easier to achieve and more efficient.

8 JPEG images compress and decompress quicker.

9 David Taylor of sister mag *Amiga Shopper* reckons they are the biz.

10 You'll be doing yourself a favour and making life easier in general.



A sample of the output delivered by the Endicor, and not a cheap excuse to print a picture of a topical celebrity.

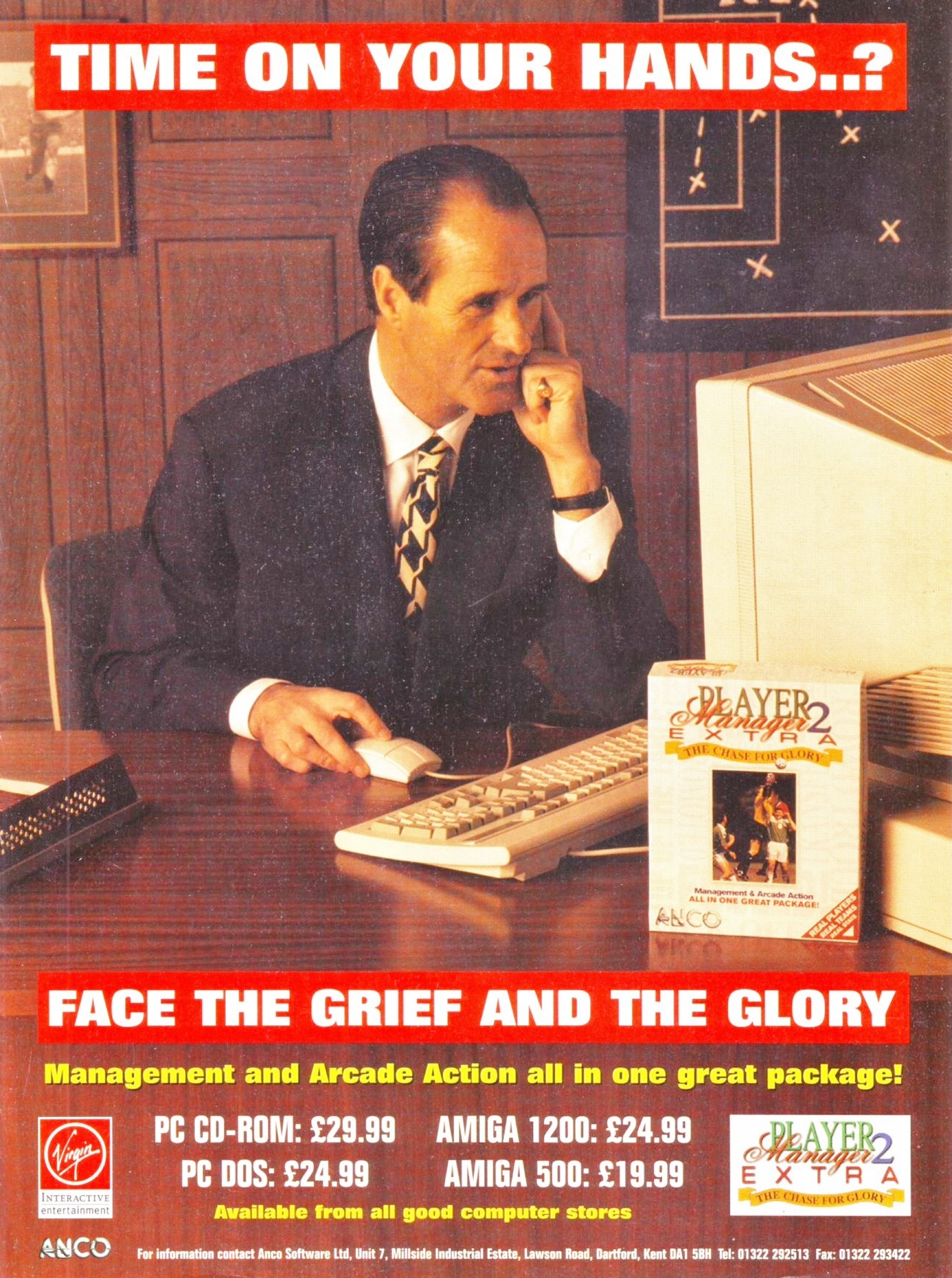
Drive your way to sharper pictures

A new Amiga printer driver written specificially to optimise the already impressive output of the Epson Colour Stylus Printer is now available from Eyetech Group LTD for the princely sum of £34.95.

Users of the driver can expect pin sharp results from resolutions as high as 700x500 pixels. The driver is known as the Endicor driver and is available direct from Eyetech. Contact number is 01642 713 185.

"Imagine you were trapped in a box canyon surrounded by hostile Indians. You've just fired the last bullet and the Indians are coming to get you" – Steve McGill draws some strange analogies in his Breathless review

BREATHLESS PAGE 47


TIME ON YOUR HANDS..?
PLAYER Manager 2 EXTRA
THE CHASE FOR GLORY
Management & Arcade Action
ALL IN ONE GREAT PACKAGE!
ANCO
FACE THE GRIEF AND THE GLORY
Management and Arcade Action all in one great package!
Virgin INTERACTIVE entertainment
PC CD-ROM: £29.99
AMIGA 1200: £24.99
PC DOS: £24.99
AMIGA 500: £19.99
Available from all good computer stores
PLAYER Manager 2 EXTRA
THE CHASE FOR GLORY
ANCO
For information contact Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 01322 292513 Fax: 01322 293422



The Cologne show, this year called Computer '95, has always been a big event for Amiga fans and this year was no exception.





There was great excitement around the Amiga stand, after the announcement that the Amiga would be adopting the PowerPC processor in the future.

The Power Amiga

As we informed last issue, in our exclusive news report, great things are afoot in the Amiga world. In a shock announcement Amiga Technologies have made known their intentions for the future of the Amiga – the PowerPC chip.

As we were able to find out more about the project from a press conference during the Computer '95 show in Cologne, during November, we thought it only fair to update you on the current situation and explain the possible ramifications, along with a report from this most prestigious of European Amiga shows.



The press conference at the Computer '95, chaired by Horst Brandle (second from left) of Amiga Plus magazine, was the setting for a dramatic announcement by Petro Tyschtshenko (far right).

The conference was an event in itself and was something to behold. It was surprising just how many computer journo types were in attendance, between 60 and 100 people, so many it was hard to imagine they were all from Amiga titles – not to mention TV cameras. However, bearing in mind the gravity of the announcement made, it was quite understandable.

The highlight of the conference, however, was Petro Tyschtshenko's, President of Amiga Tech., keynote address where he made known the company's plans for the Amiga.

Mr Tyschtshenko pulled no punches with his explanation of why they had kept quiet about their plans: "We have a clear business plan; we do things consequently, step-by-step.

First we ramped up the production and set up an organisation to handle the Amiga market and satisfy the demand. Now that we have achieved this successfully, we will focus on research and development to bring new and better products on to the market. One of the mistakes the former Commodore made, was to do too many things at a time, too many promises and so losing focus on important aspects of its business.

We have learned from these mistakes and won't repeat them. Commitments and promises are nice, but facts are better."

Strong words, but what does this mean to Amiga users? "Our pre-emptive multitasking Operating System Amiga OS will be ported to the Power PC platform first. Our goal is to make our OS hardware independent to allow further ports on other platforms."

So what's so special about the PowerPC chip? Well, for starters, it uses a RISC (Reduced Instruction Set Computer) processor which runs extremely fast for a surprisingly low cost. The first models are planned to use the MPC604 chip from Motorola which can run at speeds in excess of 150MHz and should be available by the first quarter of 1997.

However, not only do the PowerPC chips run very quickly, they can also emulate other processors very well. This means that making the Amigas backward compatible is fairly easy and could also mean that the Power Amigas will be able to run PC software as well.

While 1997 seem a long way away Amiga Tech have been working with German peripheral manufacturer Phase on a new range of PowerPC accelerators. The boards will boost the performance of the A1200, A4000 and A3000 to speeds in excess of 100MHz and will be available some time in the first half of 1996.

Continued overleaf ➡

Computer '95 Show Report

Lots on offer

Aside from the announcement from Amiga Technologies, the Computer '95 show in Cologne on 10-12 November, was also the venue for the unveiling of many new products. It was attended by over 50,000 eager and cash-laden Amigans just itching to get their hands on the latest wares.

There was an astounding number of new products at the show, both software and hardware, and the stands filled two whole halls of the massive exhibition complex.

Although nominally an all-format show, approximately 90 percent of the stands were dedicated to the Amiga. Despite their abundance of new products two of the biggest sellers were the Amiga Magic bundles and the new 1438 monitors.

The Maxon stand was the busiest software-only stand who had several exciting programs on display, as well as German 3D guru Tobais Richter who was showing his 1995 showreel. *Cinema 4D version 3 Pro* was being shown on the Amiga as well as beta version 4 on the PC and Mac.

Version 3 has several enhancements, including lens flares, inverse kinematics with limited movement and an incredible speed increase of between 2 and 10 times faster depending on the scene complexity.

There are also three new expansion modules: *CinemaWorld* – for creating landscapes; *CinemaFont* – for converting Type 1 fonts to smooth 3D objects; and *CinemaTree* – as the name suggests, a fractal tree generator.

Aside from *Cinema 4D*, there were plenty of other interesting products that were on show on this stand, including *DiskMAGIC*, *MaxonMAGIC 3*, a collection of professional quality objects for *Cinema 4D* and *MaxonMULTIMEDIA*.



The show was also host to many presentations and conferences for Amiga developers.

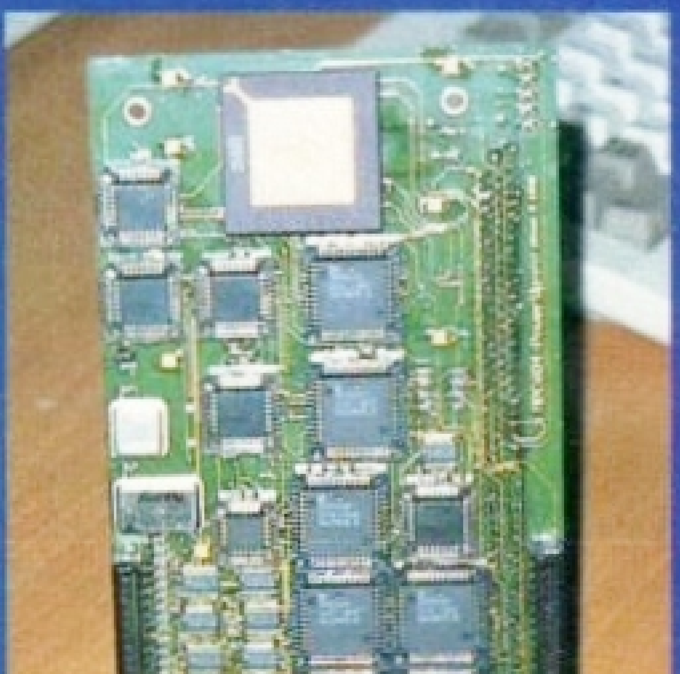


The SX32 is a second generation CD[32] expansion which should arrive in the UK shortly.



One of the stranger exhibits was this twin Tower system.

AMIGA TECHNOLOGIES AND



The product of close co-operation between Phase V and Amiga Tech., the Power Up PowerPC accelerator will enable owners of existing Amigas to enjoy the benefits of RISC technology.

In this busy environment the stands that attracted the largest crowds was the Amiga Technologies and Phase V stands. This is quite understandable since several new products were on display including the A4000T, the Power Up PowerPC board, virtual reality i-glasses, Blizzard 1260, the Q-drive 1241 CD-ROM drive, music and networking software, as well as an all-new C++ compiler.

On the Amiga Tech stand I passed by Petro Tyschtshenko several times without recognising him as he was dressed in jeans and a T-shirt while handing out leaflets.

In keeping with the current Internet craze, the busiest section of the stand was the network area where several Amigas linked via the latest version of Interworks' ENLAN-DFS hardware and their I-Net 225 and T-Net software. The ENLAN-DFS adds ethernet connectivity through the A1200's PCMCIA port while I-Net uses the TCP/IP protocol to connect to the Net. Of great interest to 3D buffs was the T-Net LightWave render farm software, which makes sharing rendering projects between machines easy.

As there has been a drought of C++ compilers, it was little wonder that the Amigas running the new Storm C compiler were surrounded by eager programmers. We can expect to see Storm C shipping in its international version some time early in the first quarter of 1996.

Surprisingly, there were more people viewing the i-glasses than the Q-Drive. This may be because, although this quad-speed drive is

Also on show was the new *Twist Organiser* which is based upon *Twist 2*. Not only does it use the power, relational features, DataTypes and flexibility of *Twist*, it will be available in a stand-alone version too.

You can expect many of the programs featured on the Maxon stand to be available from HiSoft in the U.K. during the early part of 1996.

ProDad's stand was another popular one with several video and graphics products on display. Along with their range of high-quality genlocks, such as the Neptun range, the stand had plenty of exciting software.

The latest addition to the ProDad range is *ANIMAGE* which is an impressive-looking composition package. This product has several special effects modules, including perspective and warping effects, and can load in projects from *Adorage* and *Monument Titler*. However, its main purpose is compositing animations and creating transition effects. As with *ClariSSA*, *ANIMAGE* has a flexible and highly configurable interface that enables you to open as many windows as you like. Along with these features *ANIMAGE* has support for several animation and image formats and even works with Vlab-Motion board.



Two of the biggest sellers at the show were the Amiga Magic bundles and the new 1438 monitors.

Aside from all of this, there were several other products, such as an incredibly tiny HD floppy drive from Dell that is little bigger than a disk, version 3 of the German raytracer *Reflections*, *Wordworth 5*, *MainActor Broadcast*, the DraCo graphics station and several accelerators.

From the smiling faces and bundles of goodies it would be safe to say that a good time was had by all and hopefully we can look forward a similar show in the UK soon.

Continued overleaf ➡



Rendering and graphics were the unsurprising favourites at the show.


TOP: Squirrel MPEG unit (see feature). ABOVE: A disk-sized HD disk drive.


The 3D i-glasses were also present and provided a minor distraction from the rest of the event.

PHASE V STEAL THE SHOW

technically impressive, most serious Amiga users in Germany already have a CD-ROM drive.

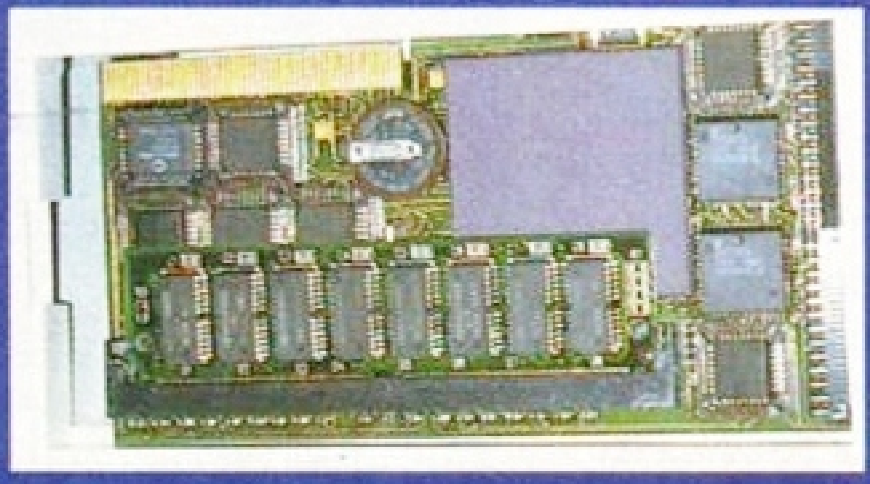
On the Phase V stand the Power Up and Blizzard 1260 accelerators were drawing a serious crowd.

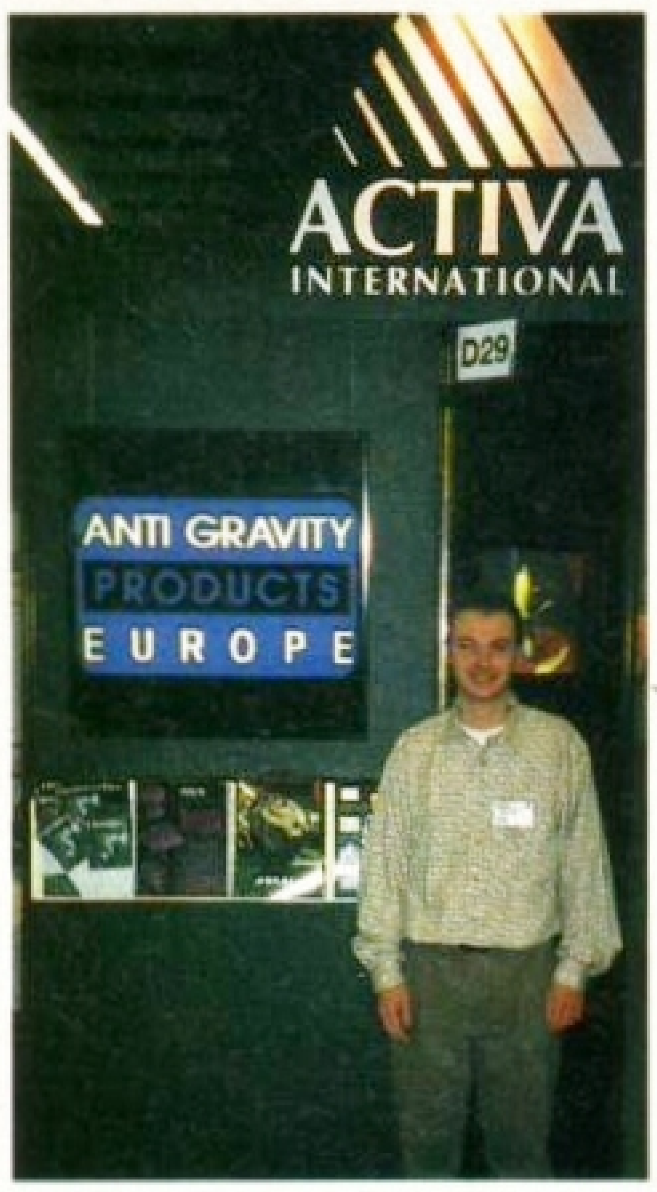
The Power Up board was the board developed hand-in-hand with Amiga Technologies to upgrade existing machines to Power PC compatibility and performance levels. The first board should be ready for distribution in the first half of 1996 and will be based on Motorola MPC603e processor.

This RISC-based processor will accelerate an Amiga to 100MHz and a later board based on the MPC604 is expected to run at 150MHz. The first board, the prototype of which was on display at the show, will be for the A4000 and boards for the A1200 and A3000 will follow.


The Q-drive 1241 CD-ROM drive from Amiga Tech. was impressive, but overlooked by most people.

The Blizzard 1260 is the A1200 version of the amazing Cyberstorm 060-based accelerator and can boost the computing power of an A1200 to over 80 MIPS (Million Instruction Per Second). This is two to three times faster than most 040-based accelerators and is a real blessing for those A1200-owners who are into 3D graphics. This board should be in production sometime during the first quarter of 1996 when more of the 68060 CPUs will be available.


This a prototype of the Blizzard 1260 accelerator which give the A1200 the same power as the Cyberstorm.



Anti-gravity (whose *Impact!* system is reviewed on p.88 this issue) proudly take their places at the stand of Activa, their new European partners.





Some developers had some "interesting" ideas about new designs for the Amiga 4000 Tower system.

Who was there?

DIGITA INTERNATIONAL

Digita International were also at the show. This Devon-based company will be familiar to most of you through products like *Wordworth* and *DataStore* which have become household names. Despite sharing a stand with MacroSystems, Digita still attracted a lot of attention in its right.

The two most popular products were the new versions of *Wordworth* and *Organiser*. The special preview version of *Wordworth 5* has several notable new features including: drag and drop style sheets, improved footnotes, background printing, wizards, support for 24-bit graphics cards, improved tables, ARexx support, cutting and pasting of paragraph formats, improved font handling and speed enhancements. Digita can be contacted on 01395 270273

MACROSYSTEMS

MacroSystems have distribution centres in both Germany and the US and specialise in graphics hardware. Perhaps their most famous products are the Vlab and Vlab Motion digitisers. These boards were selling like hot cakes at the show on other stands, as well as their own.

However, their main attraction was the, Amiga-based, DraCo graphics station. This monster of a machine is based on the 68060 chips as standard, but also has an option for adding a DEC Alpha co-processor to give even more power. The DraCo also comes with a total of 10 expansion slots, a Vlab Motion board, a Retina graphics card, the Toccata 16-bit audio card, a quad-speed CD-ROM drive and lots more.

ACTIVA INTERNATIONAL & ANTI GRAVITY PRODUCTS EUROPE

One of the most noteworthy stands belonged to a new partnership – Activa International & Anti Gravity Products Europe. American company Anti Gravity Products joined forces with Activa to expand their operations into the European market.

Anti Gravity are a long-established company with their roots in computer graphics. Not only do they distribute LightWave and just about every utility, they also develop their own software and their production division, Anti Gravity Workshop, are responsible for top quality computer graphics featured in *Honey I Blew Up the Kid*, *VR5* and *Tales from the Crypt*.

Their expansion and partnership with Activa will be good news for European animators since the company will be bringing a number of products previously only available in the US. Activa International & Anti Gravity Products Europe can be contacted in the UK on 0181 402 5770.



Jeremy Rhyll was at the show with his pride and joy – the impressive *Wordworth 5*.

HISOFT

UK-based HiSoft were at the show too, attracting a great deal of attention with the new Squirrel MPEG unit and selling quite a few Squirrel SCSI interfaces.

The Squirrel MPEG on show was a fully working prototype that was showing some choice scenes from *Star Trek V* and did a great job in stopping about 80 percent of the passing crowds.

This unit can be attached to most SCSI devices and can even be used, via a remote control, with just a CD-ROM drive to playback films. The unit will be available in early 1996 for around £180 and should do exceedingly well.

For more details, call HiSoft on 01525 718181.

MAGAZINES

One of the pleasant side effects of the press conference was the presence of Amiga magazines from all over Europe. Three of the most notable were from Germany, Spain and Poland.

The German magazine, *Amiga Plus*, is published by the show's organisers ICP. The magazine itself is perhaps the most varied of the three and covers a great deal of subjects, including plenty of reviews and some tutorials.

The Spanish magazine, *Amiga.Info* is actually published by some of the students and professors of a Spanish university. It has a slight bias towards graphics, but is still very technical.

Although all three mags are very technical, the Polish magazine, *Amiga Magazyn*, was even more technical. As well as the usual reviews, there were several complicated hardware and programming projects.

The Amazing Surf Squirrel Interface



The powerful Surf Squirrel™ interface is the cutting edge technology for easy A1200 expansion. Providing a high performance SCSI-2 interface, Surf Squirrel permits easy addition of up to 7 SCSI peripherals, such as a hard disk, a Zip™ drive or a CD-ROM to your A1200; Squirrel is also the only SCSI expansion that is hot plug and unplug, requires no opening of your Amiga, no technical knowledge and does not invalidate your warranty!

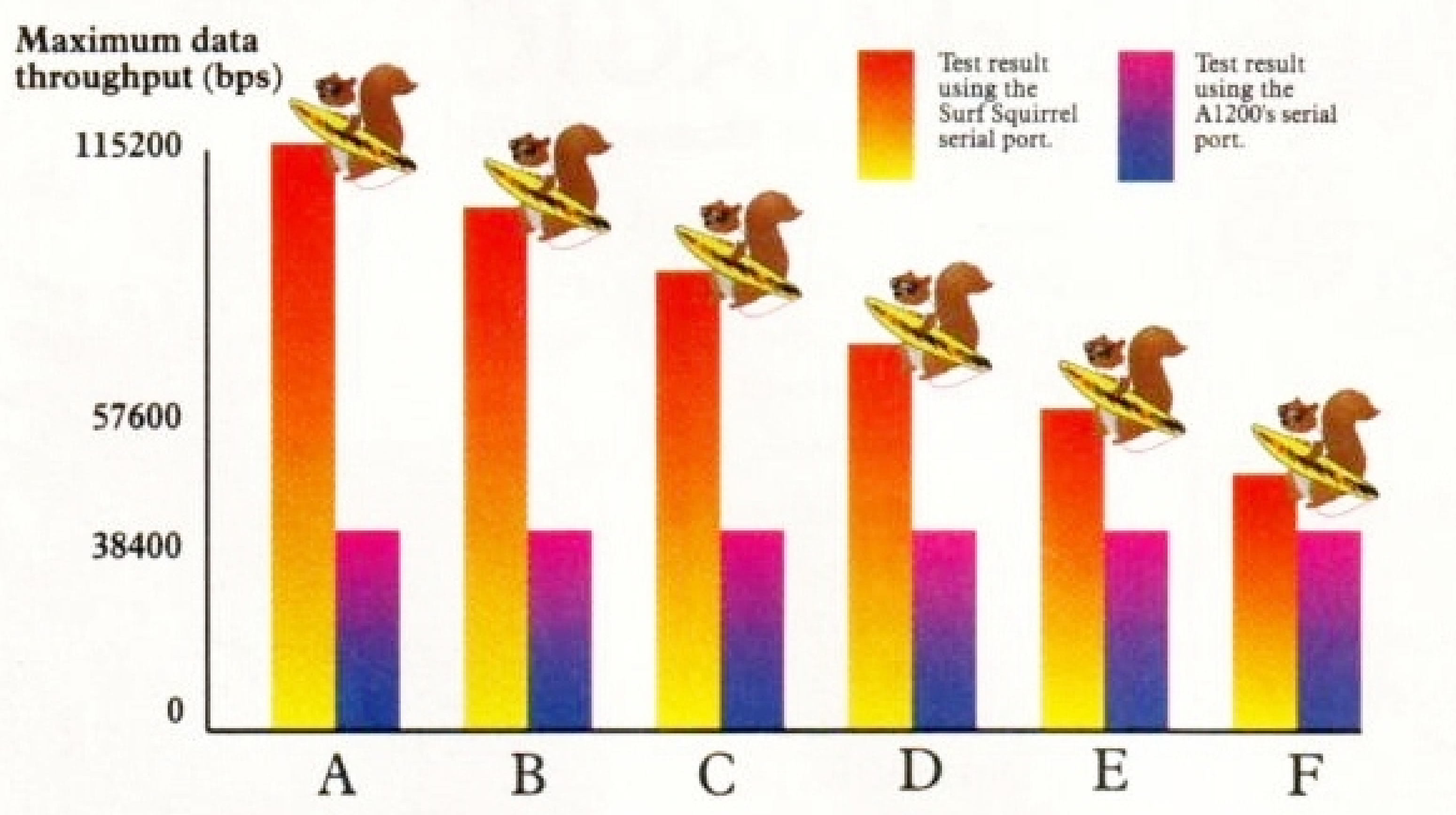
£99.95 plus P&P

But that's not all, Surf Squirrel also has a fully buffered, high speed serial port that is capable of performing up to 600% faster than the A1200's serial port, so Surf Squirrel gets the most out of your modem and your A1200 to make high speed file download, with multi-tasking, a reality not a possibility.

The package comprises the Surf Squirrel Interface, SCSI drivers, CD32/CDTV emulator, serial drivers, and an extensive, fully illustrated, user manual. Here are just a few of the reasons why the Surf Squirrel SCSI Interface is ideal expansion peripheral for your A1200:

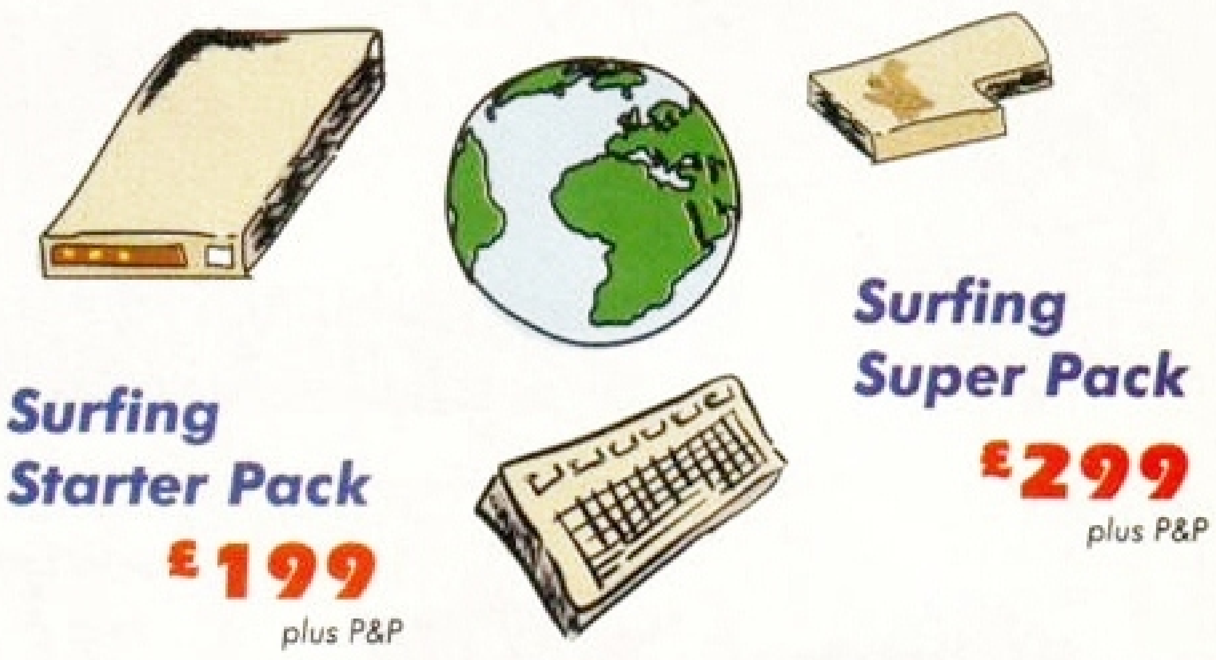
- High performance SCSI 2 hardware for easy expansion; supports up to seven SCSI devices.
- No technical knowledge required, easy-to-use setup program included.
- Compatible with any SCSI-1 and SCSI-2 peripherals.
- Autobooting - boot from an external hard disk.
- Hot plug and unplug - no need to power off to remove the interface.
- All software drivers required for the connection of CD-ROMs or hard drives included.
- Includes a full CD32/CDTV emulator for use with a SCSI CD-ROM drive.
- Fits externally - doesn't invalidate your A1200 warranty.
- High performance, fully buffered serial port to give reliable data transfer at up to 230400 bps - dramatically reduces the time spent on the phone and your phone bills.
- Industry standard 9 pin serial socket for easy modem connection.
- Serial port is compatible with all comms, networking, and serial hardware.

How much faster is the Surf Squirrel?



Bars A,B and C are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V34/VFC modem. Bars E,F and G are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V32bis modem.

The Squirrel Surf Packs



Surfing Starter Pack £199 plus P&P

Surfing Super Pack £299 plus P&P

Making the Connection

EMAIL • NEWS • WEB • FTP
GOPHER • TCP/IP • USENET

Start surfing with one of HiSoft System's Surf Packs. Designed for both the beginner and expert alike, the Squirrel Surf packs include all software, hardware and documentation to get you quickly, and easily, onto the information super highway.

Surfing Starter Pack

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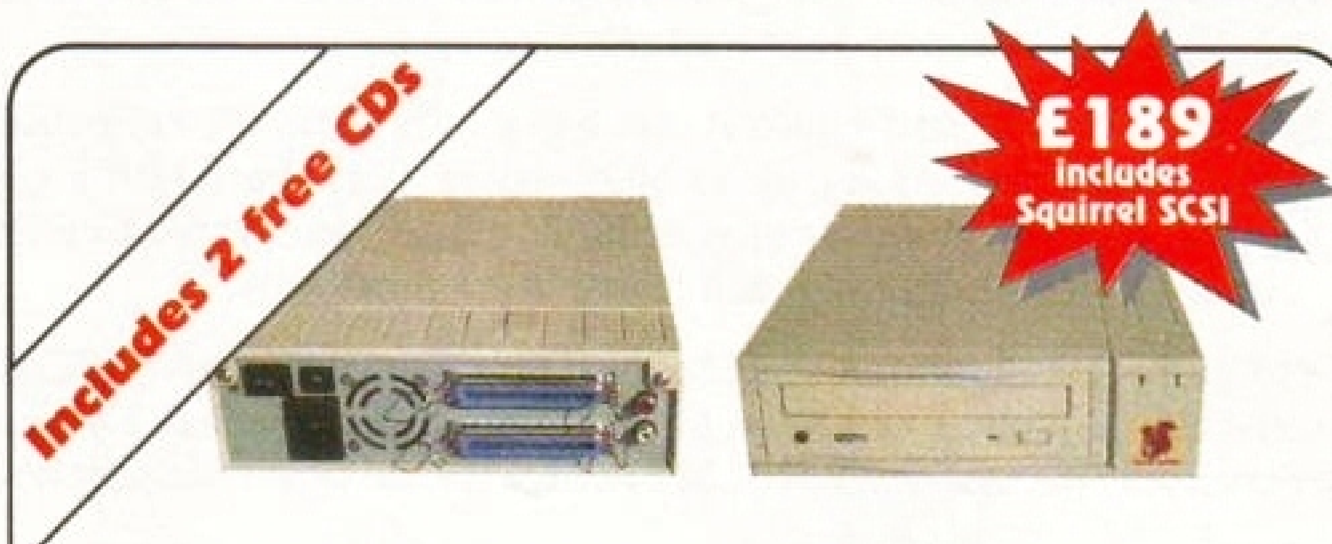
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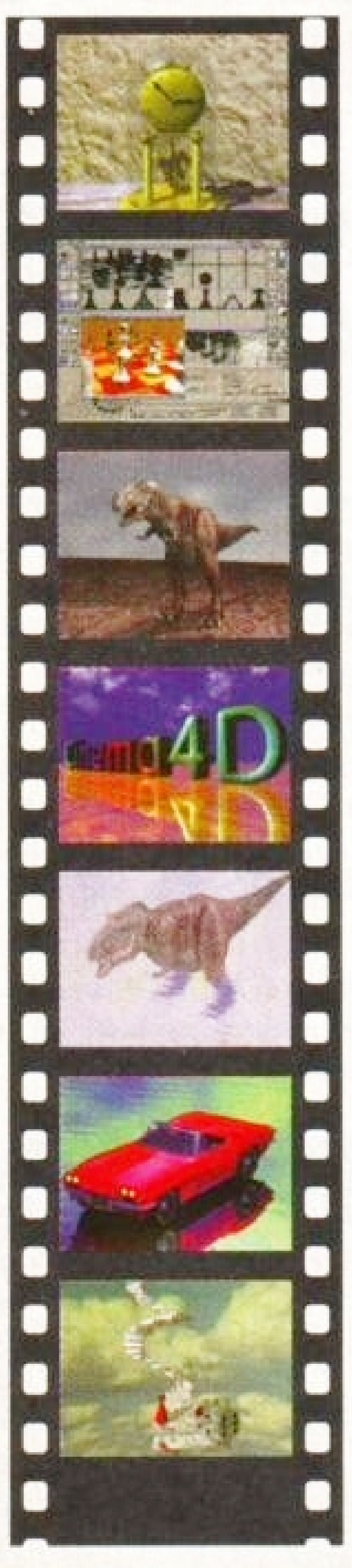
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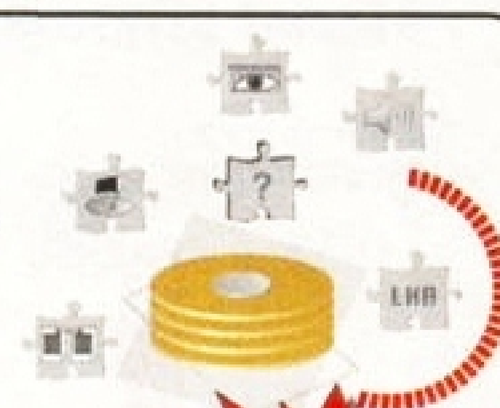
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JANUARY FEBRUARY MARCH APRIL MAY JUNE JULY AUGUST SEPTEMBER OCTOBER NOVEMBER DECEMBER CHRISTMAS

1995 REVIEW

Dale Bradford bids a fond farewell of the year 1995 and brings you the edited *Amiga Format* highlights.

Maybe I could start with that old faithful "it was the best of times, it was the worst of times...", but I won't. Even though it was.

At the end of 1994 I was talking to a software publisher and he said that when Commodore first hit trouble, and the Amiga disappeared, some people in the trade were thinking along the lines of granny being in hospital for a minor operation. As the months wore on, though, and Amiga missed last Christmas, the analogy changed to granny being in hospital and she isn't coming out. At all. Ever.

Well Amiga did return, thank goodness, and, all things considered, 1995 will go down as being one of the more eventful years in its history. Join me now for a stroll through 1995, as seen through *Amiga Format's* eyes...

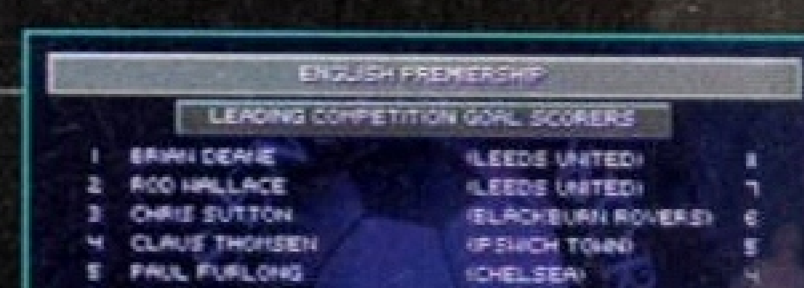
JANUARY



The year began for us with our January issue, launched, somewhat confusingly, at the December *World Of Amiga* show. The show itself was excellent, marred only slightly by the failure of the David Pleasance/Colin Proudfoot alliance to announce officially that their MBO had been successful (ahem), and the total collapse of Team 17's 'hard-drinking-northerners' reputation.

Nick Veitch and myself met many of you on the splendidly-adorned *AF* stand and hundreds of you took advantage of our special show offers and subscribed for the coming year. I hope you've enjoyed it and trust you will all be renewing? Maybe we'll meet up again at the next *World Of Amiga* show...

January's *AF* came with three disks, including the full version of AMOS Professional and demos of the wonderful SWOS, the pretty Lion King and ATR. Then-editor Steve Jarratt looked back over the previous year and called it "One of the most tumultuous years in the history of Commodore and the Amiga." He should have stuck around...



We promoted our AMOS Coverdisk with a competition for you to write your own game and a feature on what to do with it once you'd written it. SWOS was Gold rated, as was Theme Park 500, while Rise Of The Robots earned a stinging 19%.



In the serious section, Wordworth 3.1SE picked up a coveted Gold award and we were so impressed with it that we... (see April). Elsewhere in the industry, Sony were beginning to pick up significant coverage for some console or other they intended launching this year.

FEBRUARY



The man at the top, David Pleasance, continued writing for *AF*, but was still unable to make an announcement concerning his much-touted MBO. Steve Jarrett bade us farewell, to ply his trade with a magazine devoted to some console or other, but we were far too busy going "ooh" and "aah" at the gloriously Gold-rated *Photogenics* to notice.



Our Coverdisks contained a *Datastore* demo – which included a complete index of previous *AFs* – and *Cannon Fodder 2*. The computer industry normally takes a quiet nap during February, after the pressures and stresses of the December/January period and this year was no exception. Very little else of note occurred.

MARCH



Our pop-tastic March cover heralded the arrival of the jolly useful Squirrel SCSI interface from HiSoft. Very reasonably priced at £69.95, new editor Nick Veitch quickly slapped a Gold on its cute little nuts (and bolts).

Steve Bradley spent far too long playing *Death Mask*, one of the first *Doom*-clones to arrive, but kept his Gold badge firmly in his pocket; despite the excellent two-player option, it didn't quite reach the standard we expect of a Gold.

We were all terribly excited when Ramiga sent us a tower case for our 1200, but there were considerable guffaws at the price.



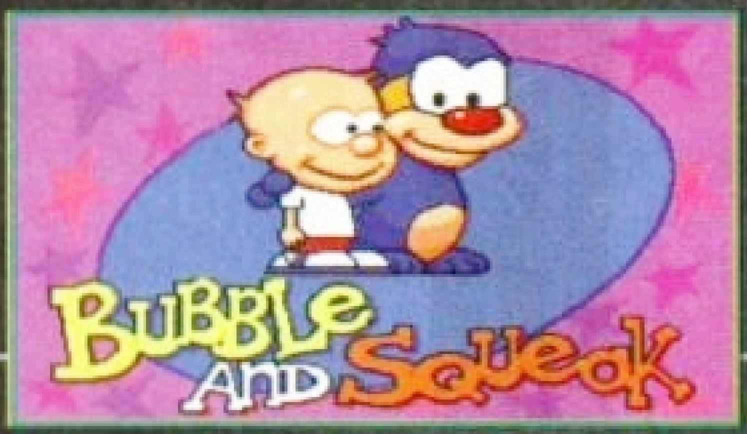
We had received so many telephone calls from readers wanting to know more about *Photogenics* that we, rather helpfully I thought, included a demo version of it as our Coverdisk, along with *Super League Manager*.

APRIL

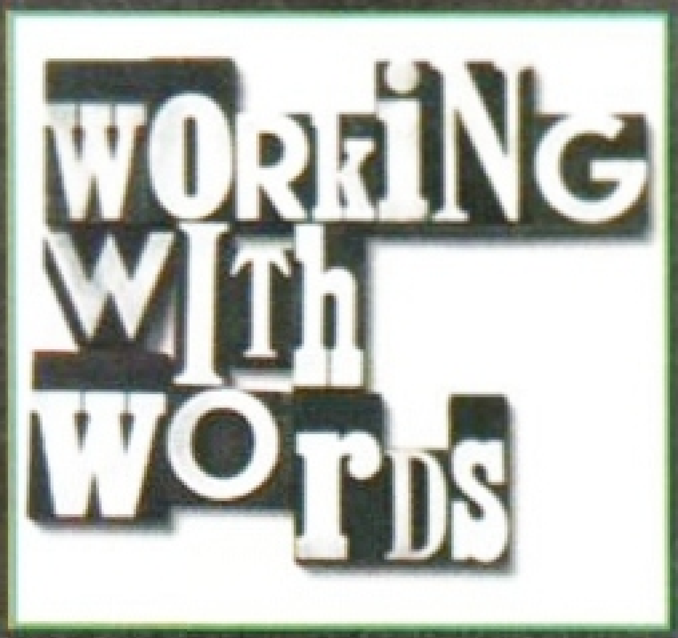


One of the most useful Coverdisks we have ever given away took pride of place on our cover (along with a picture of Mr Pleasance and a caption saying 'End in sight for Commodore saga' – doh!), it being the totally brilliant *Wordworth AFC* – a full version of the number one Amiga word processor (incidentally, did you all figure out what the *AFC* moniker represented?).

Steve Bradley was clearly annoyed about something this month and took it out on poor defenceless *Akira*, calling it: "An eagerly-awaited pile of unmitigated, dated, shabby tosh". It didn't win a Gold.



April also saw the introduction of a new page into *AF* – *Format Forum*, where we solicited replies from our readers to questions we asked. Well, I thought it was a good idea...



MAY



Another brilliant Coverdisk. May had the full version of the "ohmybloodyGodit isyouknow" *Bars & Pipes Professional* – a £300 product! Unsurprisingly, music played a key part in the mag's content.

The games Coverdisk compilers managed to squeeze playable demos of both *Alien Breed 3D* and *Death Mask* on to a single disk for a battle of the *Doom*-clones.

A switched-on *AF* newshound reported that German retail and PC manufacturer Escom had joined the buyout saga, which was still dragging inexorably on, while messrs McGill & Bradley amused themselves for hours in the back room with *Super Skidmarks 2*.

This meant that poor Graham Sandiford was forced, against his will, to review *TFX*. He loved it and pinched one of Mr Bradley's Golds to hand away.



Bradley, piqued that he had missed out on a goodie, urged potential buyers of *Whizz* to "take a look at life, instead." Golds in the serious section included the Piccolo SD64 graphic card and the Amitek Fusion genlock.

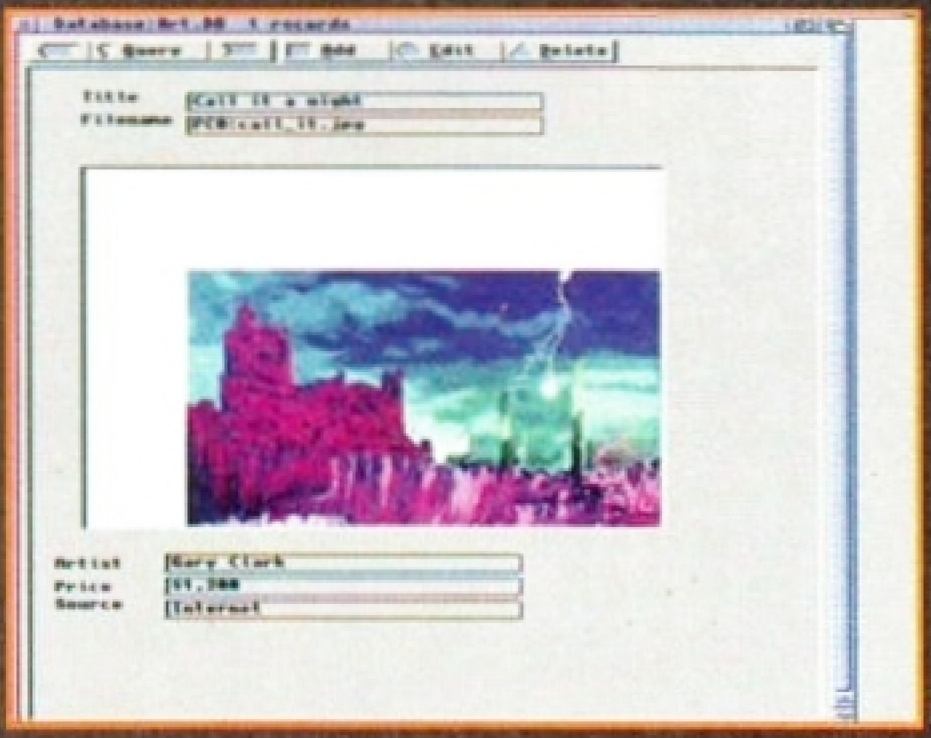
JUNE



The cover we'd waited all year to use was finally pressed into service. Sold. At bloody last. *AF* left the rest of the industry sleeping with our exclusive feature on the sale which, happily, coincided with our glorious '10th anniversary of Amiga' special issue.

Coverdisks contained *Pegger*, *Magic Storybook* and *Virocop*, and another exclusive centred on the Cyberstorm 68060 – a card for the man (or woman) who wants to own the fastest Amiga in the world, fluffy DICE optional. Other Golds from the serious section included *Directory Opus 5* and *Twist 2*, an impressive database.

A touch of poignancy came through the David Pleasance column (which, due to magazine time constraints, was written some weeks previously) when his replies to readers' questions still contained phrases like "When our purchase of the assets of Commodore is completed..." It was to be his last column.



The rest of the trade were being hyped into a fever of anticipation by the release of more details of some console or other. 3D0 retail prices were adjusted downwards to £349 in preparation for the scrap to follow.

JULY



After the euphoria of the previous issue, we fell into a vacuum of nothing appearing to happen. We printed details of what we'd like to see in a future Amiga to fill it.

A (working) version of *Sensible Golf* joined *Technosound Turbo 2* as our Coverdisks and Golds were awarded to *TV Paint 3*, Powerscan Professional 4 and *ImageFX 2*. Hard man Steve Bradley duffed up *Strip Pot*, a truly awful strip/fruit machine hybrid, by giving it a lowly 10%.



The rest of the industry whipped itself into a frenzy (for a while) as Sega unveiled Saturn – and then quickly turned on them for shipping it without an RF lead.

3DO was reduced still further in price to £299, Future began advertising an 'official' magazine devoted to some console or other and, in the PC world, Windows 95 shipped to 'mixed' reviews.

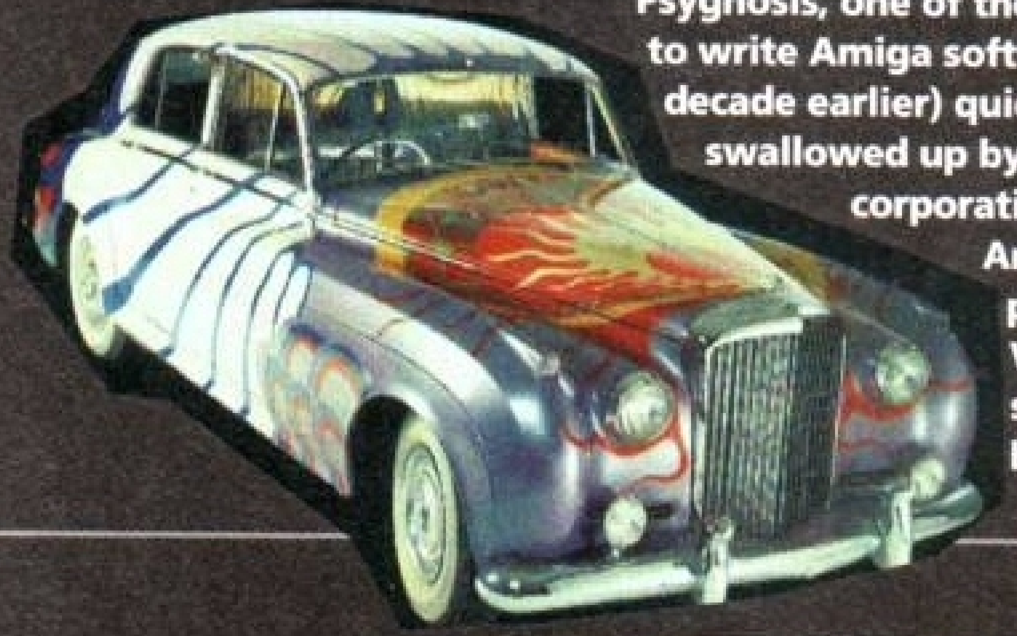
AUGUST



By 'eck, it was a long hot summer. Relief (of a sort) came from our *Transition* and *Player Manager 2* (much better than the PC version) Coverdisks.

Details began to emerge of Escom's plans for the Amiga, including the reintroduction of the A4000T, we ran the biggest FAQ feature ever and Golds were dished out like Smarties to *Colonization*, *Real 3D v3*, *Photogenics 1.2*, Digita's *Organiser* and several PD CD-ROMs.

The industry sat up and took notice of what was happening in the Amiga world when Amiga Technologies announced plans to ship 60,000 units before Christmas. Then it went back to preparing for the arrival of some console or other.



Psygnosis, one of the first publishers to write Amiga software (almost a decade earlier) quietly disappeared, swallowed up by some Japanese corporation or other.

Amiga Tech. previewed their VR headsets to a somewhat bemused trade.

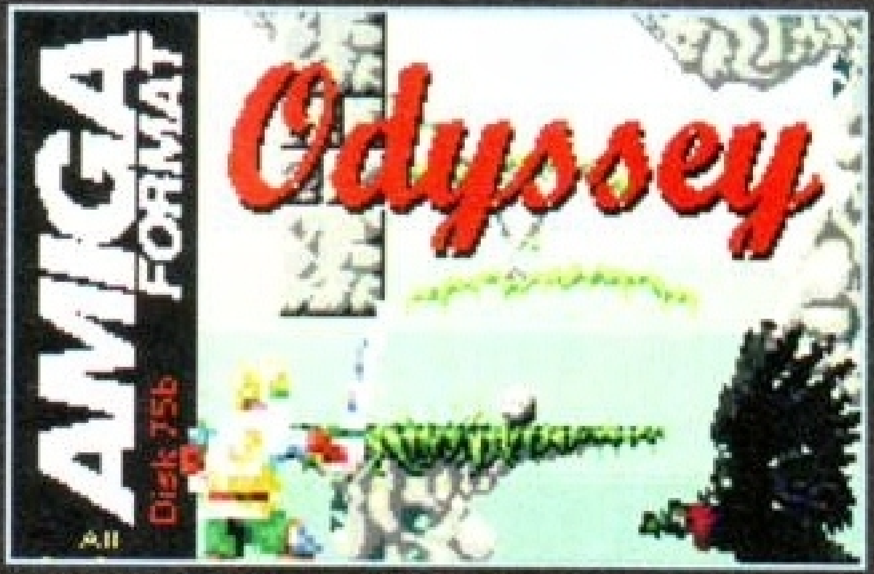
SEPTEMBER



The glory that is Amiga Technologies was fully revealed in our in-depth feature on their new MD, offices, distribution policy, logo, machine spec' and possible price.

Ah yes, the price. One magazine predicted £199, the trade anticipated £299. Very few expected what actually arrived...

Our main feature was based on those stalwart software publishers still committed to the Amiga market. All the big names were there; there was... er, anyway, our 'Write a game in AMOS' competition winners were announced after a particularly gruelling week in the life of one poor hack who played all the entries.



Steve Bradley slapped a Gold on *Gloom A1200*, Graham Sandiford did the same to the snappily-titled ProGrab24RT Plus digitiser and the Apollo 1220 accelerator, and our Coverdisks contained *Maxon Magic Lite* and *Odyssey*.



The Amiga Magic bundle and price was announced, to – it must be said – a less than rapturous response from the trade, now orgasmic at the launch of some console or other.

OCTOBER



We chose October to highlight the wonderful world of Public Domain with an impressively large six-page feature. *ShapeShifter* was given special attention, as befits a Mac emulator which allows Amiga owners to run programs such as *PhotoShop* and *QuarkXpress*.

Steve McGill, not to be outdone, did his own feature born out of a decade of games playing, in which he suggested ways games could be improved with a little thought and effort.

Steve Bradley left our pages to work for a magazine officially devoted to some console or other and so it was left to the tall Scotsman to dish out a Gold to *Fears*, although he too displayed a hard streak when it came to unimpressive games. "I wouldn't recommend this to my worst enemy who had just set fire to my house and motorcycle after mutilating and torturing all my pets," he cried, somewhat dramatically, after giving *Subversion* a score of 10%.

Graham was so enamoured with the IOmega Zip drive that he quickly attached a Gold to its small, but perfectly formed case, then deftly flung another at *Scala MM400*, while our Coverdisks had fully usable demos of *Info Nexus 2*, *Data Nexus* and the rather cute *TimeKeepers*.

The Amiga finally returned to the shelves of UK retailers, with trade distributor SDL claiming over 200 of its accounts had placed orders. There was a little disappointment at the distinct lack of marketing being used to back it up, but early indications suggested the Amiga would have a respectable, if unspectacular compared to previous years, Christmas.

Within weeks, however, the clear waters of certainty were muddied by Amiga distributor SDL working under Administration, prompting supply problems for UK dealers. Elsewhere Sega slashed the price of Saturn to £299 in the wake of the success of some console or other.



NOVEMBER



The nights started drawing in and *AF* readers were given a very special package to fill their time. *Real 3D* took pride of place on both our cover and Coverdisk. The complete four-disk original 1.4 version of this powerful rendering package, squeezed on to a single disk. Amazing, eh? Accompanying it was a delightful five-level demo of *Tiny Troops*.

Inside, 3D was everywhere (it was in our 11-page special feature anyway), and Stuart Campbell carried on where Steve McGill left off with his article on games design, or lack thereof.



Pinball Mania, the AGA 'flagship' game from the Amiga Magic bundle was released as a stand-alone title, leaving McGill a little underwhelmed, while gone-but-not-forgotten Steve Bradley returned to castigate *Hollywood Hustler* for being worthy of no more than 15%. The Falcon 040 board earned a Gold, with *InfoNexus 2* just missing out and Deputy Ed, Sue Grant, was coerced into reviewing *Power Stitch 256 Plus*.

Thankfully, SDL were bought out of administration by an outside company within a matter of weeks, causing only minimum disruption to Amiga supplies. It was confirmed that the machine would get a High Street boost with Escom joining Tandy in stocking it, in addition to the hundreds of independent retailers still sticking by it.

It was announced that PlayStation (I've said it) sales had reached 50,000 in the UK – a success story causing the trade to begin counting the days until the launch of the Nintendo Ultra 64. In comparison, Saturn may just as well be re-titled Uranus, for reasons it's probably best not to go into, while consumers were able to buy a 3D0 for £199.

DECEMBER



We produced an in-depth report on Amiga Technologies first few months in charge, ending with a statement of account which concluded that their efforts had been "reasonably positive". No damning with feint praise here...

Features within the mag included how to start your own diskmag and a three-page special from speed-freak McGill focusing on accelerators, expansions and upgrades. He then dusted down his chopper to review *Coala*, the curiously-titled helicopter sim from Empire. Something else with plenty of fizz in it was – finally – *Alien Breed 3D*. It earned a whopping 93% and the comment "One of the finest Amiga games ever".

Softwood were no doubt pleased with this issue, which saw both *Final Calc* and *Final Writer 4* gain Golds, while *Final Data* missed out by a whisker. Well, a few whiskers anyway.

Snap Maps modelling tools got 90% and we were so impressed with them that we included some on our Coverdisk, while those of a gaming bent had a demo of *Blitz Bombers* to play with.

The trade pricked up its ears at the announcement of new Amigas for next year, and Power Amigas the year after, but continued its PlayStation worship for the most part. Having said that, the fact that PlayStation software sales (by value) were more than double Saturn, 3D0, CD-i and Mega CD *combined* in October proved that Sony's machine was clearly winning the console war.



Back in Amiga land, joining that worrying incompatibility rumour of the month before was a gripe that *Scala* (bundled with the HD Amiga Magic pack) didn't actually work with the machine it accompanied, *Scala* requiring an additional 2Mb.

CHRISTMAS



Our special festive issue contained a full version (albeit time-restricted) of Digita's *Organiser 2*. Just the thing to help you remember – and keep – your new year's resolutions. Until the end of February, at least. Meanwhile on the games disk, the mighty *Worms* marched their way into your drives and hearts (probably).

We packed Anna Grenstam off to France, under the pretext of "looking over the new Amiga factory", but sadly she came back. Still, at least she managed to bring plenty of piccies of happy-looking French people, sticking Amigas into boxes.

Not to mention an interview with Amiga Technologies' John Smith in which, when asked if the bundling of Scala was a mistake, he replied "No, not at all." Excuse me? It was deliberate?

Super Tennis Champs breezed in at a very reasonable £19.99, causing Mr McGill to reach into the sacred leather bag of Gold awards, passed down to him from Bradley, and with just the briefest of pauses he awarded another to *Worms*.



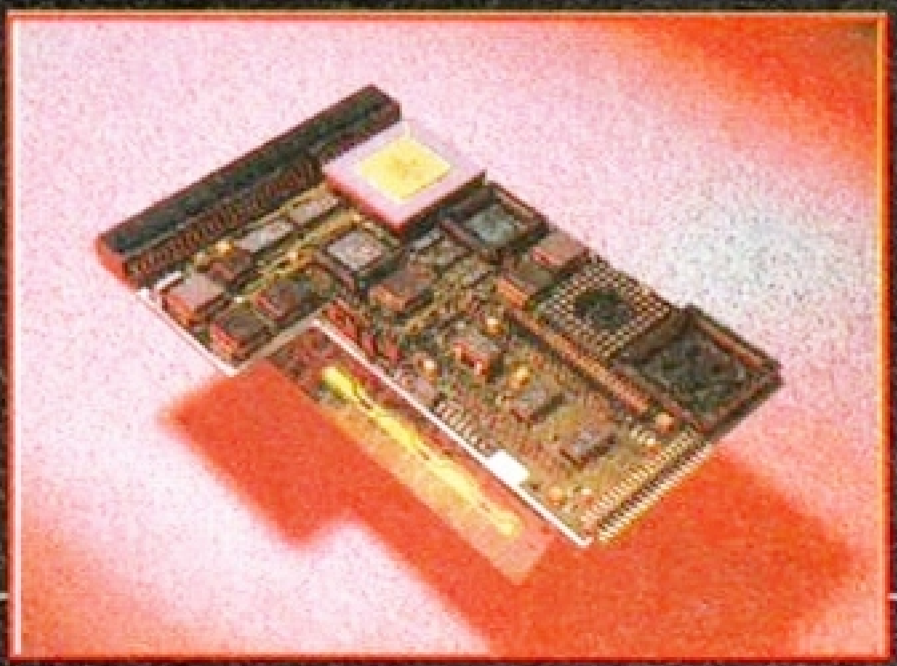
Talking of insects, *Citadel* missed out on a Gold by an aphid's genitalia. The Blizzard 1230-IV and *Cinema 4D 2.1* had Golds bestowed upon them by our serious folk, as did several PD CD-ROMs, and the magazine also contained an, er, unusual and informative feature on using your Amiga as an astronomy aid. Nice one.

This issue also marked the passing of the *Format Forum*. The columnist took his revenge by revealing to the Amiga community Editor Veitch's weak spot – an alarming tendency to burst into one of Smokie's greatest hits during times of stress. Veitch was not too worried, reasoning that not everybody read the *Forum*. So the columnist thought of a more insidious way of exposing him...



At the time of writing this, Christmas hasn't actually happened, so it remains to be seen how the Amiga has performed this year. However, whether or not the 60,000 units the UK was allocated have all found new homes is not really of prime concern. It would be great if they have, of course, but the most important thing is that the Amiga is back. Perhaps not with as big a bang as some of us would have liked, but with a fairly loud noise at least.

Also, despite what some would have you believe otherwise, it does have a future. Consoles come and go – indeed their lifespan seem to be getting shorter than the average mayfly's – but Amigas will still be used to great effect long after PlayStations and Saturns have been consigned to that great cupboard under the stairs in the sky, if I may be allowed to mix my metaphors so outrageously (hey, come on, this has been a long piece...).



Naturally, we all await with bated breath more details on the next generation machines and look forward to 1996 being considerably less 'tumultuous' than the previous two years. AF

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David Pleasance, Richard Knox and Ed Fermor form Tangent Music design.

On their own path

Ex Commodore UK head, David Pleasance thinks that there has been enough bad Amiga news. Maff Evans catches up with him at the HQ of Tangent Music Design – his vision for re-establishing the Amiga as *the* creative machine.



The control hub of the studio is an Amiga Tower running a program that'll be familiar to *AF* readers – *Bars and Pipes*.

With the Amiga having been out of the marketplace for a year, it's almost inevitable that the light is going to fall on other machines at the pro end of the creative market. This hasn't helped matters as far as Amiga musicians are concerned, since that's one area where the Amiga has been sadly overlooked for far too long.

This state of affairs prompted David Pleasance to team up with musicians Richard Knox and Ed Fermor to form Tangent Music Design – a partnership intent on demonstrating the fact that the Amiga *can* produce results just as good as any other music computer.

"It was about a year ago that we thought of the idea," says David. "Another company had always, in our opinion, wrongly claimed to be the *de facto* for music computers. So we decided that we would set out to prove that we can produce world-class quality music using the Amiga and give the five and a half million Amiga owners worldwide something to be proud of."

The result is *Everybody's Girlfriend*, a collection of songs and performances from a number of artists, all worked into professional recordings by Richard and Ed. The title is a pun on the name 'Amiga' – the Spanish word for girlfriend – but there is another side to the name, as David explains:

"To be frank, songs about computers would be boring after the first chorus. We decided that if we based it loosely around the girlfriend theme it wouldn't be boring, but it would still be linked to the Amiga in terms of inspiration. We wanted to put a stamp of quality on the kind of product that Tangent could come up with, so we decided to make the album as diverse as possible."

The album does indeed contain a hugely varied range of music styles – from pop to rock to Spanish Flamenco guitar (see? It links even further).

"The one thing we decided not to put on the album was any dance or techno music," Richard points out. "Not because we've got anything against that type of music, but because we think it's been catered for more than enough in terms of computers in general."

"What we tried to do is aim at a live feel on virtually everything," Ed agrees. "What we aren't used to hearing is something coming from computers that sounds like a live band. We're so used to hearing drums that is impossible to play unless you've got four arms or something, that we deliberately set out to make it so that it's possible for a drummer to play. It's a band thing – we can support anything from the album live. We can do everything in a live situation and use the Amiga as support."

PASSION

Richard and Ed's live ambitions (playing under the name Passion) are a handy by-product of the album project, and David is keen to push their careers as musicians to the full extent, but it's *Everybody's Girlfriend* that's taking all their time. At the moment Ed and Richard are working on a mix per day for 14 days to get things finished – a feat unheard of in studios. The reason for the tight deadline is the usual chain of frustrating events.

David and Ed had the basic studio equipment set up in the house they shared when the property was sold by their landlord. The equipment was put into storage until they were lucky enough to find an unused, purpose-built studio in September. Some new equipment was duly bought and the project resumed progress. Such has been the interest with other musicians, that they haven't had time to work with everyone who wants to be involved.

"The phrase that rings in my mind," says David with a conspiratorial smile, "Is 'Volume two'. Obviously there'll be more time to do volume two." "Oh good," mutters Ed with a sickly grin.

START TO FINISH

The Amiga doesn't just function as a studio tool and source of inspiration – it plays an integral part throughout the production process. Ed and Richard work on rhythmic patterns and sequence ideas with their images, transplanting them alongside ideas played live. The duo then bounce ideas off each other in the studio, beginning to program the tracks into the studio's Amiga.

Everything is played in live from a Roland MK-80 digital piano and streamed out of the Amiga to the rack of instruments via a Triple Play Plus interface – a clever box which enables the Amiga to play MIDI data out of

TOP OF THE POPS

The result of David, Richard and Ed's hard work is the album *Everybody's Girlfriend*, containing music created with and inspired by the Amiga – although not the usual 80s-style songs about computers.

"Whilst it *is* totally dedicated to the Amiga, the packaging won't reflect that it's an Amiga specific product," says David. "We believe that the album is so diverse that it will appeal beyond the Amiga market and obviously then we'll look to market it through distribution and the normal retail channels, but at the moment it won't be done that way."

Instead, the album is to be marketed directly to its target community – Amiga users. To begin with, you'll only be able to get hold of it via mail order directly from Tangent, which cuts out distribution costs and shaves a few quid off the end price – £11.99 as opposed to the usual £14.99 in the shops.

TAKE CONTROL

The control hub of the studio is an Amiga Tower running a program that will be familiar to many *Amiga Format* readers.

"Everything that's been written has been done on the Amiga using *Bars and Pipes*," enthuses Ed. "Drum programming on *Bars and Pipes* is a doddle. I'm not sure we could get that kind of feel on anything else. It seems to come out exactly how I wanted it."

Richard takes up the recommendations:

In a lot of cases we wanted the human feel in there and that's what *Bars and Pipes* is really good at. It tends to leave everything as it's recorded."

"If there is a bugbear with *Bars and Pipes*, it's that there's too much on it," Ed points out, illustrating the power of the classic program. "We use it as a standard sequencer, we don't use all the tools. We find that the tools we do use, we use time and time again – things like quantize and Doctor of Velocity. That's about it."

And it's all easily available too. In fact, *Bars and Pipes* was featured on the Coverdisk of *AF71*, so get hold of a back issue to put yourself in line with the pros.

three separate outputs, tripling the number of channels they can use. The Amiga is even being used to produce the final CD master, thanks to a (rather expensive) gold disc cutter in the studio. Ed explains how the Amiga is used to create the CD template:

"We'll spit everything down into a Sunrize card on the Amiga, cut and splice it how we want, spit it back out on to a gold disc and send that off to be glass mastered (the actual disc used to press up the CDs that will go on sale). We haven't got to that stage yet, so we don't know what the pitfalls are going to be. I'm sure whatever they are, we'll get round them."

One glitch that has surfaced in *Bars and Pipes* is that it won't synchronise with the digital tape recorders used in the studio. The problem could have been solved with time and patience, getting Blue Ribbon in the US to turn back to the Amiga and sort things out, but time is one luxury that isn't available. To get around the problem, they save the sequences as MIDI files on to DOS disks and load them into an Apple Mac.

"One thing that's worth mentioning is that the files we took from *Bars and Pipes* transferred completely across to the Mac," says Richard, defending the program. "We didn't lose a note. Again that's something that worked very well in *Bars and Pipes*."

BRANCH OUT

Although *Everybody's Girlfriend* is a showcase for the music capabilities of the Amiga and *Bars and Pipes*, David is keen to branch out even further and set up Tangent as a major force in computer audio.

"One of the things we're pursuing actively is that all of the developers producing games need music. I've spoken to most of them and said, 'Look, I known you're already out-sourcing music, so why not out-source it to somebody you already know who needs the money?' They've all been pretty responsive to that so far."

So it looks like Tangent and Passion are names that will be cropping up more frequently in the near future. Richard and Ed are working hard enough to get their career off the ground and David has enough vision to attack various entertainment markets.

"We're also in close association with some people that are involved in producing 3D graphics and rendering animation," he elaborates, "So between us we can tackle any task."

Does that mean that Tangent Music Design could become a fully-fledged multi-media company?

"Of course, yes. I think it's very important."

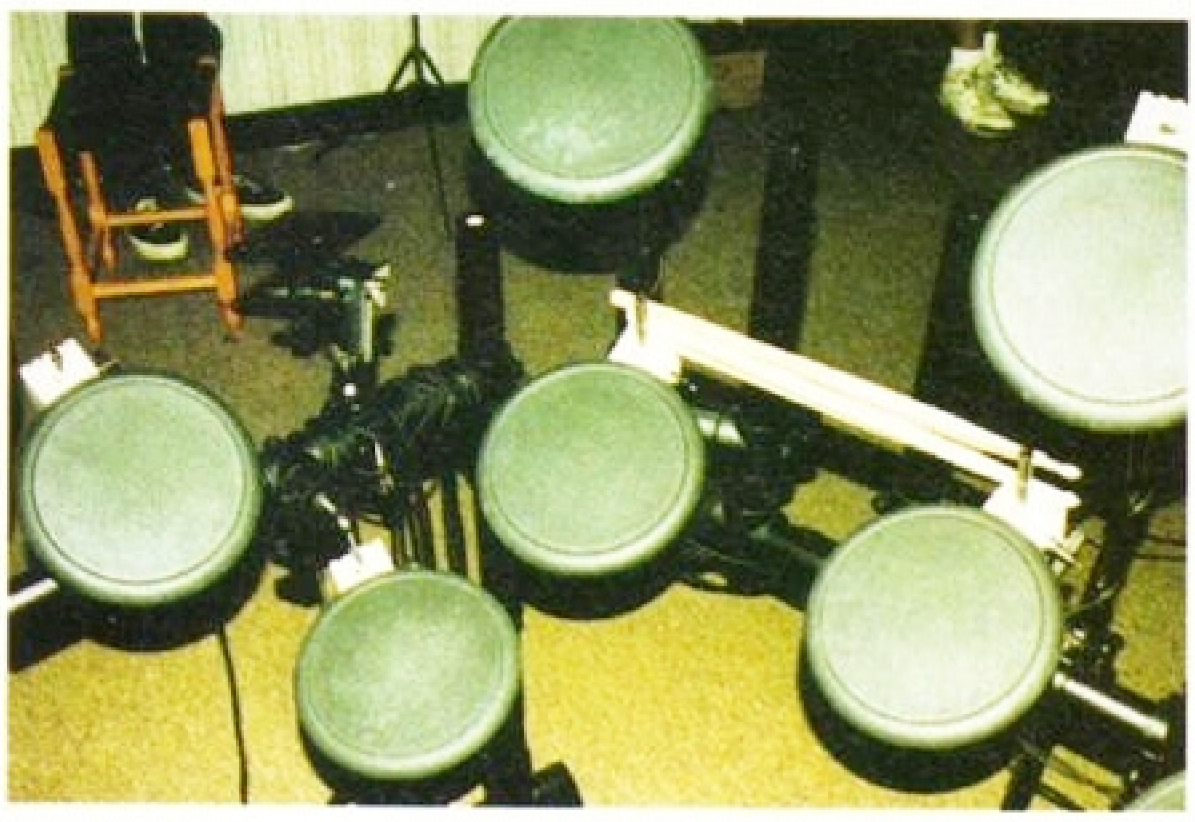
Looks like the name Tangent could soon find its way on to your CD player, Amiga, video and stage of your local venue soon and, to be honest, it's about time the Amiga's reputation in creative areas matched its capability.



"We decided that we would set out to prove that we can produce world-class quality music using the Amiga."



The multitask recorders and synth & effects rack. At the moment Tangent are working on a mix per day.



Drum programming on *Bars & Pipes* is a doddle.

IT'S A MONSTER!

The fastest-growing area in studio technology is hard disk recording. The Tangent boys are pretty excited about a new product about to be unleashed on the pro music market that could revolutionise the use of digital recording systems... And it runs on the Amiga. A pretty pokey Amiga, but an Amiga nonetheless. Put together by Silicon Studios, it's an extremely powerful, recording, sequencing and editing tool to rival the all-powerful Mac system, Pro Tools.

"It's already made," says Ed, looking forward to getting his hands on it, "but it needs an 060. It takes over the whole of the Amiga and turns it into a hard disk recording system with however many tracks you want. It will cater for virtual dynamics as well, so all your gates, compressors and limiters will be on board."

Tangent is due to be a test site for the new system, with Ed and Richard contributing ideas to enhance the specifications. One such idea to be implemented is the ability to trigger high-quality samples directly from the Amiga, enabling the system to act like a combined rack sampler and hard disk recorder – something unavailable on any other system. It's also probable that it will be cheaper than anything else around at the moment. Who says the Amiga can't be a serious music tool?



Everything is played in live from a Roland MK-80 digital piano and streamed out of the Amiga to the rack of instruments.

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MPEG

What secrets lie behind the technology of full-motion video? Why is it so under-used and, more importantly, what could it mean for the future of the Amiga?



Digital video has almost the same status as the holy grail. Whoever develops a standard that can record and play back full motion video at acceptable quality and only taking up a reasonable amount of storage space will own the future of broadcast media.

The only inroad has been made by MPEG, the standard set by the Motion Picture Experts Group. While it may not have all the answers, it is a proven technology which is here now, not one still in the conception stage. It has a number of real world uses, not simply entertainment and, thanks to Hi-Soft's new Squirrel MPEG device, it is a tool which Amiga owners can use cheaply and effectively. Combined with the Amiga, MPEG delivers a true multimedia system at the lowest price possible.

So let us now investigate the technology that lies behind MPEG and why the Amiga makes it great.

THE NEED FOR COMPRESSION

Video information is notorious for taking up large amounts of storage space. A single snap-shot from video can be so detailed and contain so many colours that it can easily consume over 1Mb of memory or hard disk space.

When you consider that moving video requires 25 frames of video a second (or 50 "fields"), it's easy to see that there are many problems inherent in combining computers and video.

How can you move about 25Mb of data a second? (Remember that the speed of a single-speed CD-ROM drive is only 150K a second, although the standard is now double-speed which is 300K a second). How could you possibly store a thirty minute soap-opera which could take up to 50Gb of storage...

The answer is, of course, that is it impossible. At the moment computers powerful enough to store and manipulate data like this are not available. Even a fully powered-up Amiga 4000 with a 68060 and dozens of megabytes of RAM and SCSI2 hard drives couldn't get close.

So if you can't move around this amount of data, it makes sense to move around a lot less. Why not compress the images and deal with them in this form?

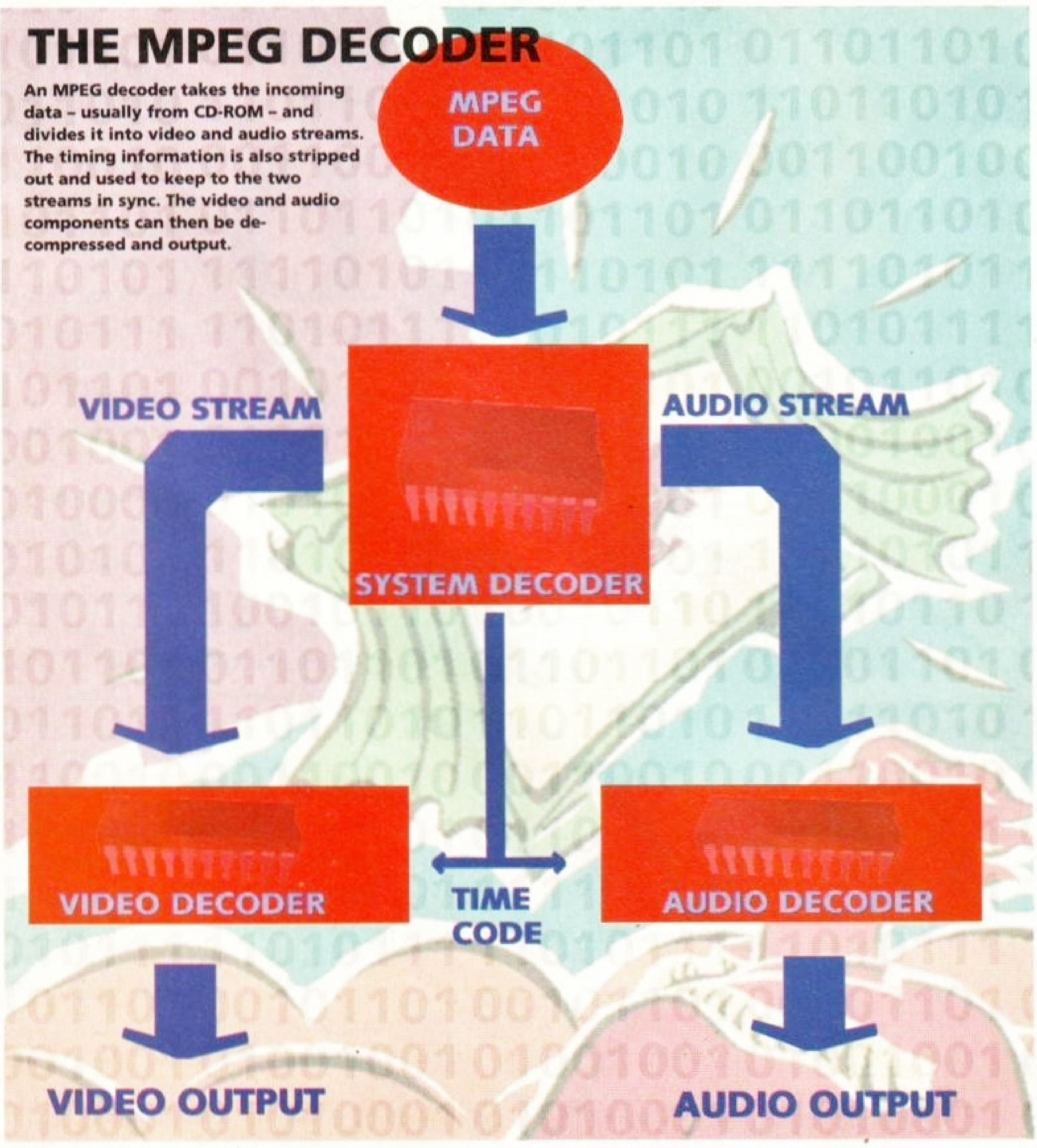
Again, there are problems. Traditional compression algorithms are best when it comes to squashing data which contains a lot of similar values. For example, an image which is a large, plain-coloured rectangle will squash down to a few bytes. However, a detailed image – such as frame of video – contains a great deal of data and it will squash down very badly indeed. The effort involved means that traditional compression routines are useless.



Here you can see some of the visual "artifacts" cased by the MPEG compression algorithm. At the area of high contrast there is a noticeable "blockiness". This can be reduced by intelligent compression, but will always be present to a slight extent.

THE MPEG DECODER

An MPEG decoder takes the incoming data – usually from CD-ROM – and divides it into video and audio streams. The timing information is also stripped out and used to keep to the two streams in sync. The video and audio components can then be de-compressed and output.



THE ANIM AND CDXL STANDARDS

You might be wondering how well the standard Amiga animation techniques work; after all, the Amiga has been replaying animations for years before other computers started to get their acts together. If you can remember the CDTV player, which used a special form called "CDXL". CDXL was in many ways ahead of its time, because it was capable of replaying video back from single-speed CD-ROM.

Unfortunately, all these systems suffered badly when asked to deal with video. Video contains too much information and the poor old Amiga can't cope with the files as they are still too large. CDXL was a good first attempt, but the quality was extremely low (HAM mode in a resolution on 160 by 128 pixels) and the frame rate poor.

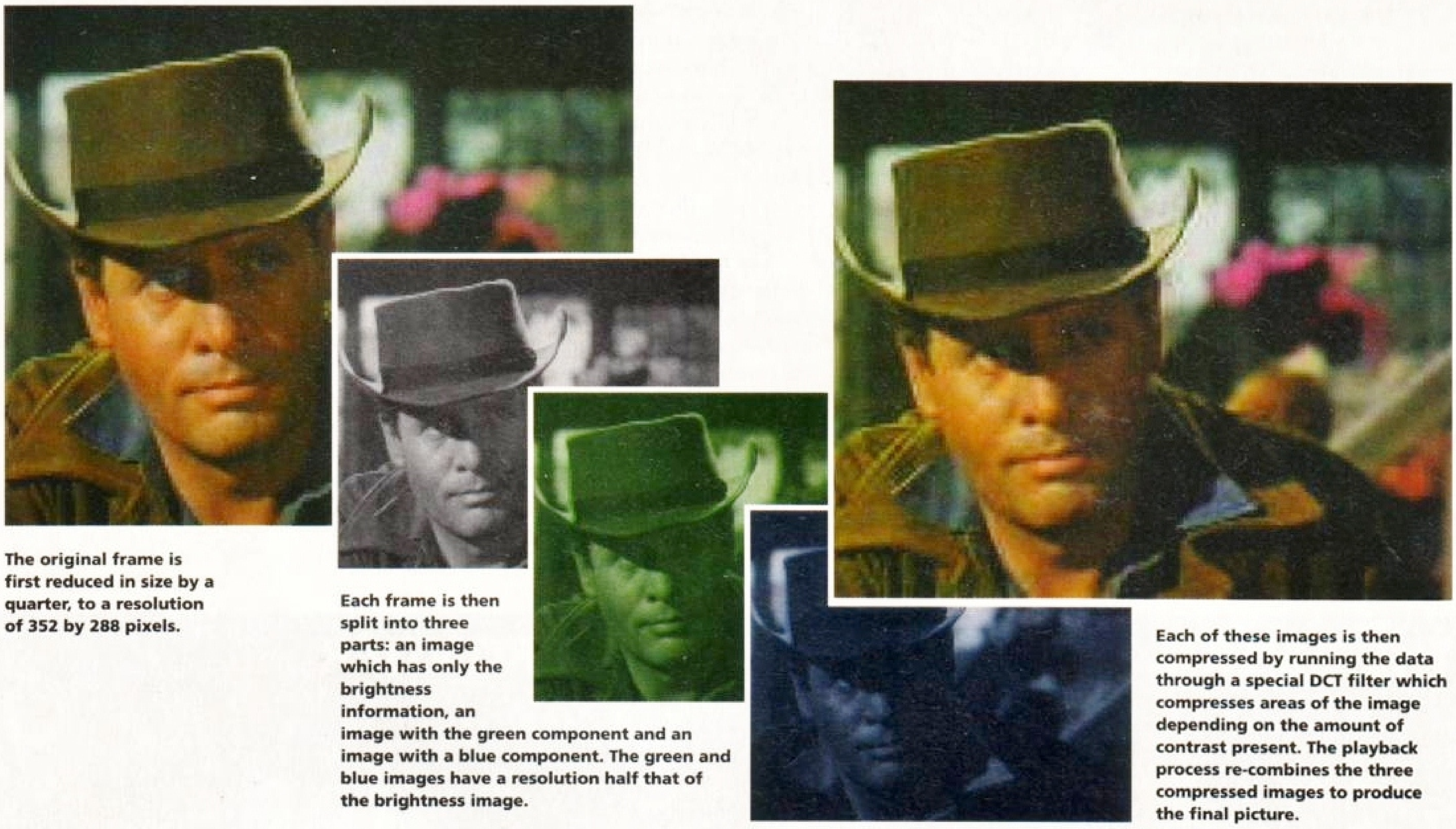
USING JPEG

Many art and paint programs make use of the JPEG system. JPEG is a standard for storing images. It analyses images mathematically to actually discard details which will probably not be missed. As a result, detailed images compress very well with JPEG. "Natural" (i.e. photographic) video images in particular can be compressed to a tenth of their original size. Why not use a system based on JPEG?

As you will have seen when you have used a program which uses JPEG, it takes a considerable time for the image to be saved and loaded. The image processing which goes on behind the scene is tricky and it is clearly

HOW MPEG WORKS

To make each frame of a sequence of video as small as possible, each image is heavily compressed.



The original frame is first reduced in size by a quarter, to a resolution of 352 by 288 pixels.

Each frame is then split into three parts: an image which has only the brightness information, an image with the green component and an image with a blue component. The green and blue images have a resolution half that of the brightness image.

Each of these images is then compressed by running the data through a special DCT filter which compresses areas of the image depending on the amount of contrast present. The playback process re-combines the three compressed images to produce the final picture.

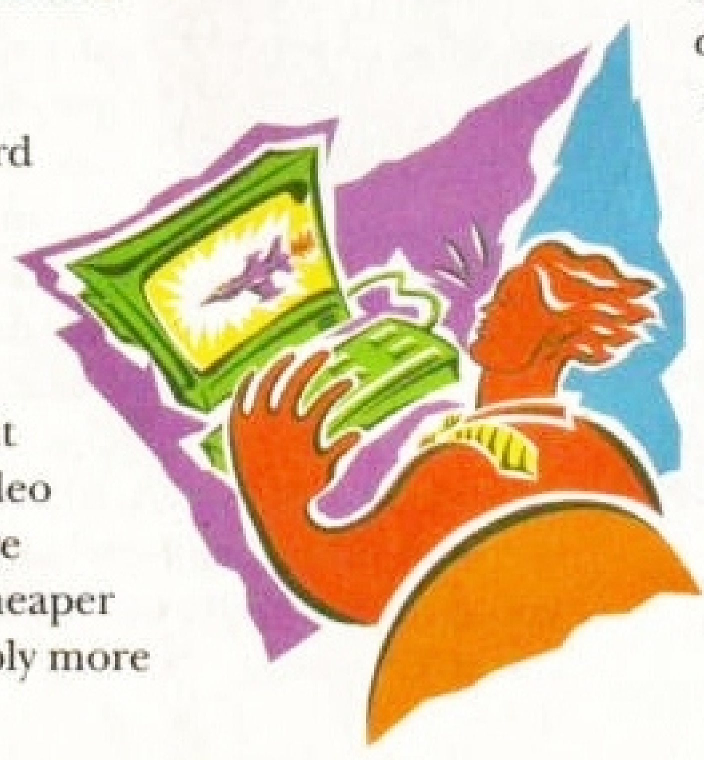
impossible to make a decompression routine which would play back JPEG images in real time.

However, if you build a special chip which is dedicated to JPEG compression you can manage to grab and squash a video frame in real-time. It is also possible to build a chip which can de-compress and display the original image in real-time too. These "Motion JPEG" or "MJPEG" chips are the heart of hardware such as the VLAB Motion card. By grabbing chunks of video, compressing it and storing it on disk actually make it possible to edit video in a non-linear fashion; you can cut and paste segments of video as easily as text in a word processor.

There is still a fatal flaw, even with MJPEG systems – each frame remains too large and it takes too much time to shunt all the files backward and forwards to make it a viable means of distributing video. It is possible to play back a MJPEG sequence from a fast hard drive, but not from the much slower CD-ROM drives in use today. Fine for video editing and mastering, but not for distribution to the masses.

WHAT IS MPEG?

MPEG is a compression standard which from the outset was designed to work at the sort of speed of which a CD-ROM is capable – about 1.5Mb a second. The plan was to make it easy and cheap to distribute video by using CD-ROM as the storage medium. CD-ROMs are a lot cheaper to manufacture and considerably more reliable than bulky tape. CD-ROMs can be pressed in seconds and they never stretch, break, or disgorge their contents into your expensive video cassette recorder. Each CD would cost pence to make and hold up to 74 minutes of video.



As a plus, a video sequence stored on CD would also be non-linear, in that any frame could be reached instantly (well, near enough instantly anyway) without having to rewind or fast forward. The advantages are plain, but how can it be achieved?

In order to work at the relatively slow data rates imposed by CD-ROM, it was necessary to make several sacrifices. To start off with, the full screen PAL video image was simply too big to deal with and so it was decided to quarter the resolution to 353 pixels across by 288 lines vertically. It may sound drastic, but this still gives a quality which is very close to that of domestic VHS video tape.

The next big compromise was with colour. Experiments have shown that the human eye is more concerned with brightness detail, rather than colour detail. MPEG capitalises on this shortcoming by separating the image into brightness and colour information.

The colour information is then stored with half the resolution of the brightness information. Three "chunks" of data are required for each image – the brightness (luminance) information, the blue colour component and the green colour component.

As the colour components are stored at half the resolution, this leads to the often-used shorthand "YCbCr 4:2:2", where Y is the luminance and Cb and Cr are the colour components. (And what about red? If the brightness is known, the two other components can be used to extrapolate the red information in time for the display to be constructed.)

HOW DOES IT WORK?

Compressing a frame is done as follows:

First of all, each component of the video frame (there are three, remember, Y, Cb and Cr) is divided into eight by eight blocks. Each block is then processed by a DCT or "Discrete Cosine Transform" which is a mathematical function which converts the image into domain frequency, effectively storing the contrast between pixels rather than the pixel values themselves – this is the same basic technique used by the JPEG image format. Since most video images don't contain areas of extreme contrast (black next to white, for example) this technique works very well.

Again, playing on the way in which the human eye works, higher frequencies (larger changes in contrast) can be converted more coarsely than lower frequencies (smaller changes in contrast). The resulting values are then arranged in a zig-zag pattern, which means they can be packed using traditional "Run Length Encoding" to save even more space.

Sounds complicated? That's because it is, and it takes a lot of processing power. There are plenty of other tricks too – MPEG allows different

blocks of 16 by 16 pixels to be compressed at different rates. For example, a person's face needs a lot of detail, whereas the background is probably slightly out of focus and can be coded with less detail.



On top of all that, MPEG deals with three different types of video pictures: the I, P and B. A stream of video will consist of each type and the decision when to use each one will have been made by the encoder.

Unlike a Motion JPEG stream, in which every frame is separate from every other, MPEG makes use of previous (and future) frames to predict the next image.

The different picture types are used to attain maximum compression. Type I pictures ("Intra" pictures) are constructed using data only from the original image. Type I must therefore be used at least several times a second, so that when moving backward and forward in the sequence, a true and accurate image can always be obtained.

A type P picture is "Predicted" from the nearest I or P type frame. P pictures use special motion compression techniques, which means that they will take up less space than true I frames.

The third type, Type B (or "Bidirectional") gives the most compression and are therefore used most often in the video sequence. They are constructed from both previous and forthcoming frames using averaging and special motion compression.

B frames do require a lot of memory, though, since several frames need to be held and processed at once. Because of the average used, B frames also happen to keep noise levels down.

The MPEG file must also include the digitised soundtrack (which can be 16-bit stereo) and special timing information to make sure no frames happen too quickly or too slow and get out of sync with the sound.

It's very hard for a computer to decide which part of an image is more important than any other part and, therefore, is in need of more detail. As a result, MPEG encoding is still an extremely expensive process; the hardware to do it still costs at least ten times as much as the hardware to decode and display the MPEG images.

To play back MPEG images requires the following of an algorithm, or list of instructions. The instructions can be followed automatically and although it's

THE AMIGA, MPEG AND THE FINAL FRONTIER



Although MPEG was designed for photographic images, photorealistic images like this rendered sequence from *Star Trek* can be realistically encoded. Unfortunately, editing



SQUIRREL MPEG

The latest infonauts on the full motion video trail are Hi-Soft, most noted in recent times for their revolutionary Squirrel interface. Their latest, hottest piece of hardware also sports the Squirrel name, but this black box is no ordinary SCSI device – it's a stand-alone MPEG decoder.

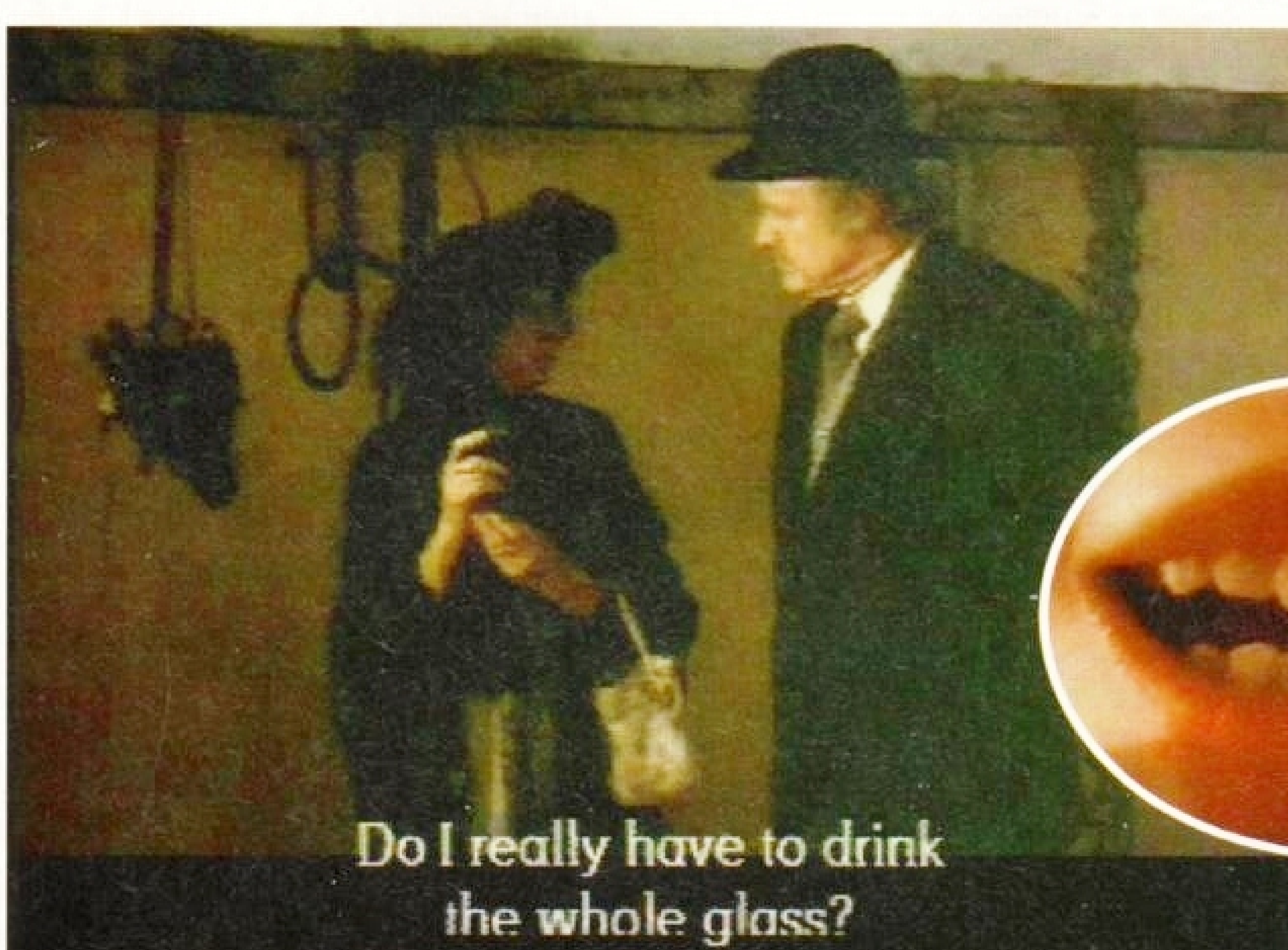
The idea, if not the practicalities, are simple. The device attaches to the SCSI chain and accesses raw MPEG data, converting it to video and audio signals which can then be played on any TV/monitor/Hi-Fi.

A control connection to the Amiga allows the MPEG decoding to be software controlled and a SCART socket on the back delivers composite, RGB or S-VHS video out as well as two channels of audio.

The unit can act remotely too, so there is no real need to have it attached to a computer at all. Cunningly, the device can seek out compatible CD-devices attached to it. You could just sit your Squirrel/MPEG and CD drive on top of the TV and settle down to watch *Star Trek VI*, or *Hunt for Red October*, or one of the hundreds of other video CD titles that Philips have released.

The remote control handles visual search, pause, stop, play and, well, just about the standard controls you would expect to find on a VCR deck (except of course, record). The MPEG unit can act independently, because the decoding chip it is based around is very sophisticated and also because it has its own on-board processor..

But playing back video CDs is only a fraction of what you could potentially do with this unit. Since it accepts the MPEG stream over the SCSI bus, you can send any MPEG files to be decoded – from CD, hard-drive or wherever. If you are connected to a reasonably fast network (alas, a modem-based one is not nearly fast enough), you could play back data played out from somewhere else.



The image quality of the Squirrel unit far exceeds that of early MPEG decoders such as the CD[32] module or the early Philips CD-i units. There is now quite a wide selection of films available in MPEG video CD format.



not simple by any means, it can be done. In fact, it is possible to squeeze the entire decoding algorithm on to a single chip, which will accept incoming data and provide a ready-to-use video signal.

Although we are only now seeing them appear on the Amiga, in a few years it is obvious that they (or their successors at any rate) will soon be integrated into the graphic components of all computers.

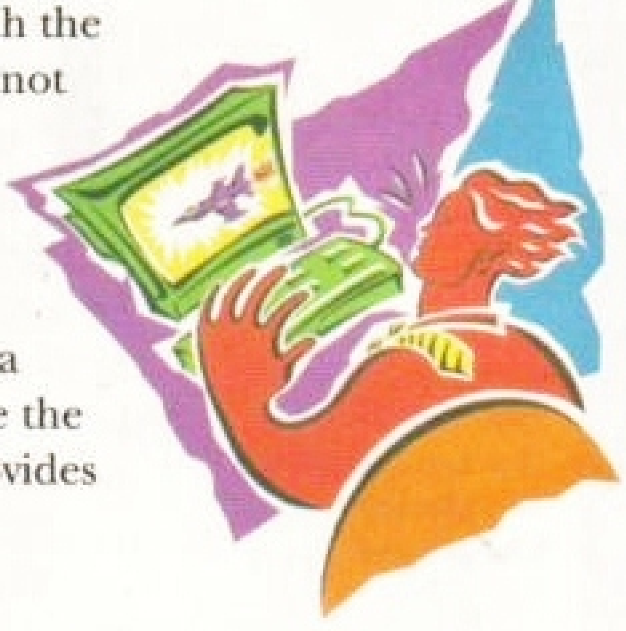
There are several software-only MPEG playback systems available for the Amiga; you only need to do a quick search on Aminet to dig up a few (amipeg04.lha for video, mpega.lha for audio) and some example files too. Unfortunately, being software, they are all very slow and are incapable of being used to watch anything other than short demonstration animations. Even with an Amiga running a very fast processor and a graphics card, it is not possible to achieve more than about twelve frames a second. Even on a Pentium-based PC the results are disappointing, and more and more users are buying hardware-based MPEG playback cards.

FUTURE ENHANCEMENTS

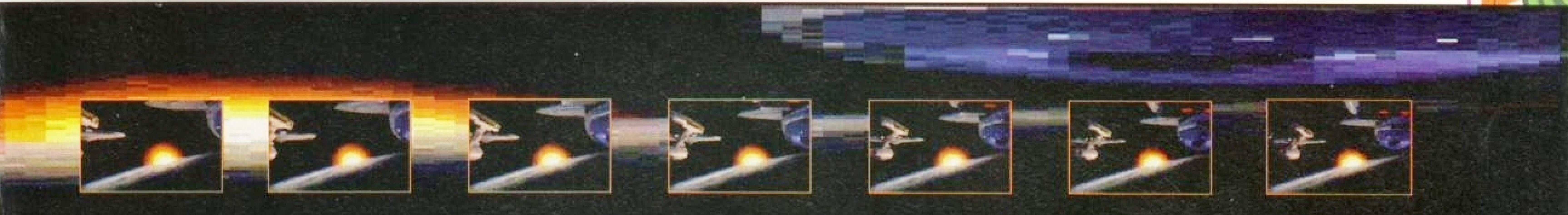
The MPEG compression system does butcher the video signal quite a lot and although the quality is pretty much the same or a bit better than VHS it's not good enough for many people. The forthcoming MPEG-2 standard goes back to the full-sized screen display and requires a data rate of up to 8Mb a second. MPEG-2 may well become the next true video standard, as it provides a quality suitable for HDTV (High Definition TV) systems, as well as WideScreen format and multiple video channels in one data stream – ideal for satellite or cable systems.

At the moment, though, MPEG2 is still very much in the "not quite ready" phase and it will certainly be some time before an affordable system comes out of it (and bear in mind that current CD technology is not up to supplying the data at the speeds required).

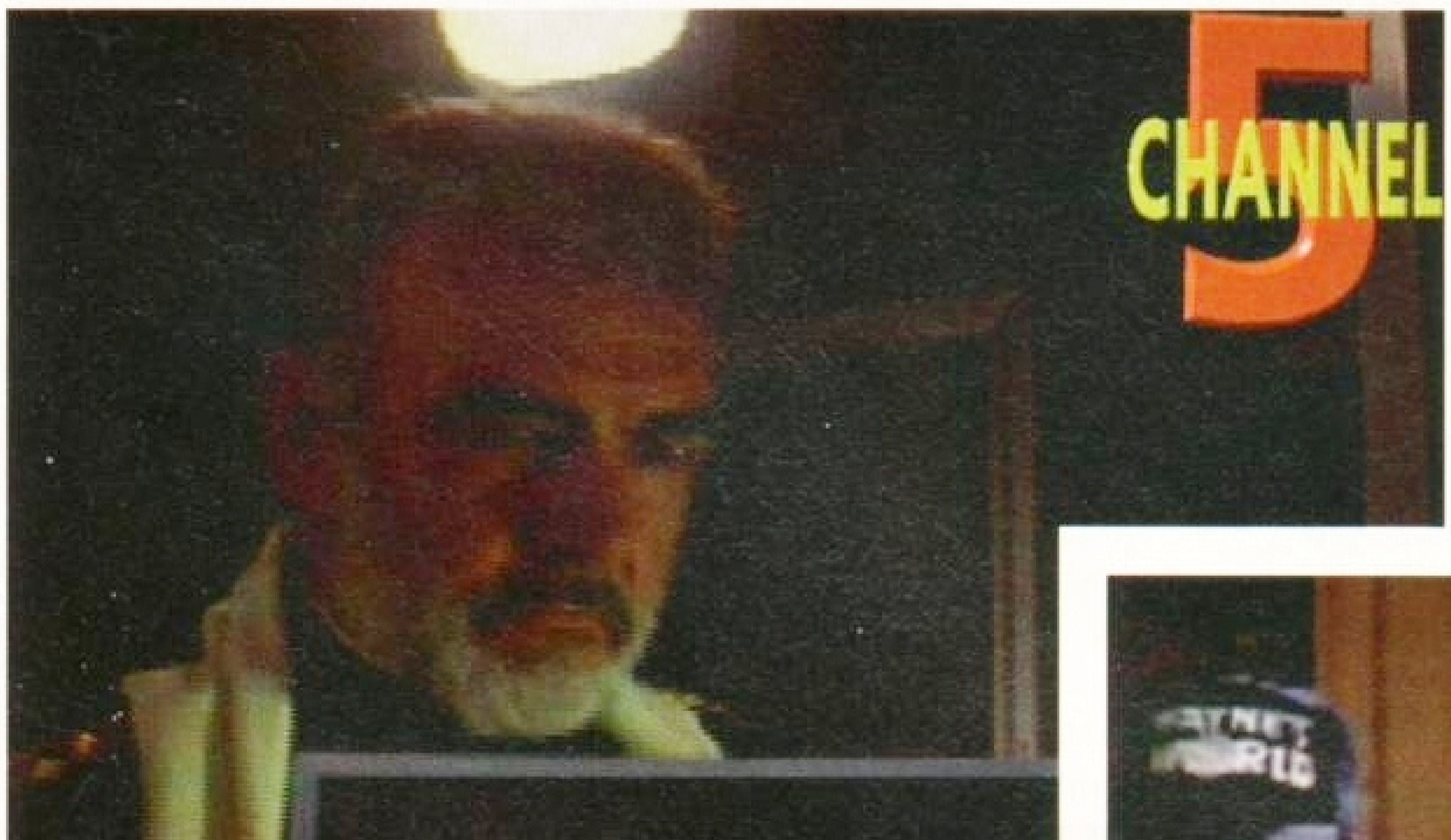
MPEG, however, is here already, at reasonable prices and with many real world uses.



REAL WORLD!
Steve McGill visited Cleveland Constabulary to see how the Amiga can harness the power of MPEG in the real world



an MPEG movie on home equipment is simply not possible yet and MPEG2 encoders are going to be even more expensive, which leaves a niche for MJPEG systems.



Above: An example of potential uses for the genlock overlay – intelligent captions and logos superimposed over MPEG images. Systems like this would find a natural home in hotels and other network situations.

You might think that the chances of home-users being connected to a super-fast network is pretty remote, but I'll wager that a significant percentage of people reading this are connected up for cable TV. The cable network is more than capable of delivering the data at a high enough rate for MPEG transmission. Video on demand is not a myth, it is possible with today's technology.

The Squirrel MPEG unit also includes limited genlocking features, allowing Amiga graphics to be superimposed over the MPEG picture. The quality of the genlock easily surpasses that of the budget range of genlocks available and could quite conceivably be used for FMV games, should anyone be *that* interested in developing them.

The price of this rather amazing piece of hardware should be below £200 and it should be released in January, when the on-board software is finalised. Obviously, *Amiga Format* will have a full and exhaustive review when the unit is finished.

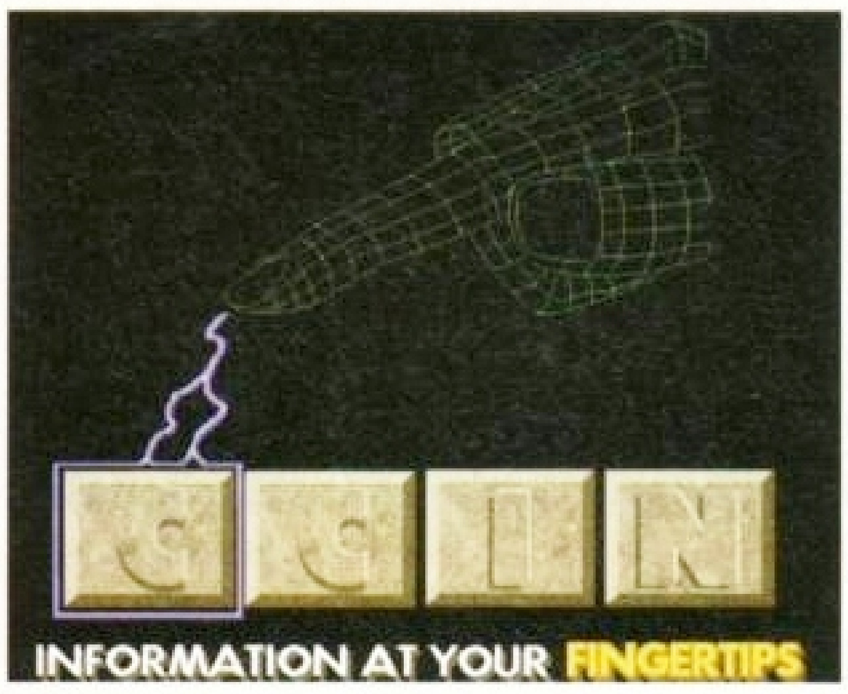


In a way it is apt that *Wayne's World* was one of the first MPEG video CDs released, since Wayne ran a public access TV show. Cable TV and hopefully MPEG-equipped Amiga set-top boxes could revolutionise home entertainment.



Prototype for

The theory and hardware behind MPEG are all very well. But how does it perform in practice?



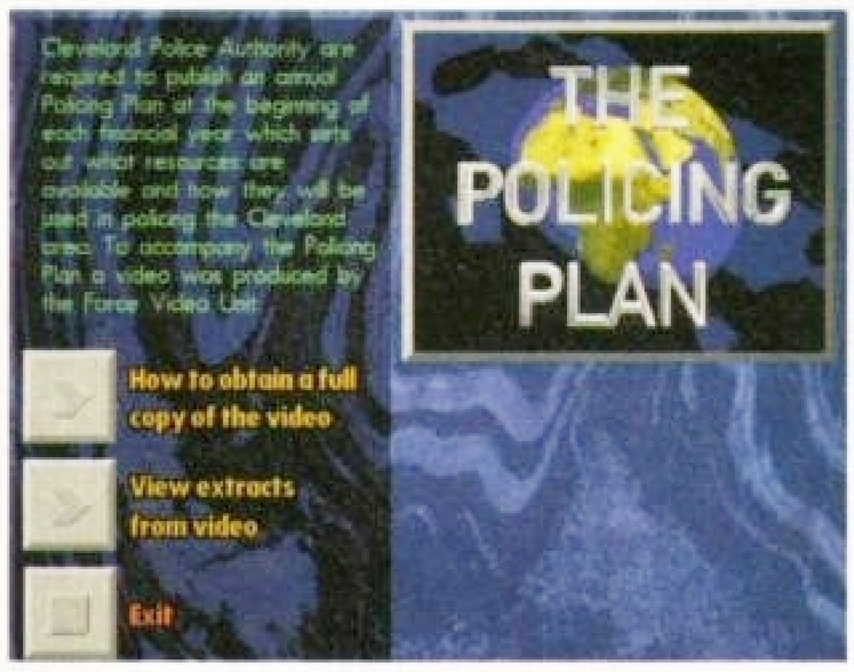
By pressing one of these buttons, any MPEG video clip can instantly be selected and played.



The beauty of the master/slave network is that any terminal can be singled out and have access to certain information blocked out.



A network such as CCIN would also be perfect for recruitment purposes in an employment agency or similar.



Policemen who wish to view videos in private can request a tape to be made for them from the video unit.

It's not all that often that I've visited a police station and I've certainly never visited one voluntarily.

Yet, for the purpose of this feature, I found myself not only in the middle of a police station, but slap bang in the heart of Police Headquarters for the whole of the Cleveland, Teeside area. Scarey.

The reason? Simple. The Cleveland Constabulary Information Network (CCIN). A network that's set to revolutionise the working practice and procedure of Cleveland Police Force and, eventually, the whole of the UK Police Force.

The name CCIN belies the innovation and power of the up and running network. For it is, without prejudice, one of the most powerful and practical working set-ups to harness and showcase the potential of an Amiga network operating in conjunction with the practicality and convenience of MPEG video.

It is none other than a fully functioning prototypal pointer toward the future of television and interactive entertainment. A heady statement indeed, and one that needs to be qualified to appear credible. Here goes.

The efficient and cost-effective running of a police force depends on the free flow and accessibility of information at all levels of police operations. This applies to orders coming down to the ground from high command, to the ability of the beat bobbie to fully understand police procedure and the law, to the inter-relationship and co-operation between the police and the general public. Through the use of CCIN terminals, all of the above can be improved on and optimised.

Individual CCIN terminals resembles an overly large, blue swing bin with a monitor screen where the flap would normally be. Inside each terminal is an Amiga 4000/030 with 6Mb of RAM, a 1/2Gb hard drive, a Pegger MPEG decoding card, a Hydra network card and Scala's InfoChannel software installed. The monitor is a modified touch-screen CM8833.

There are 30 of these terminals dotted throughout the police stations of Cleveland and each one is a slave to the master A4000 residing in the video unit of Police Headquarters. They are connected through leased BT Megastream lines which, despite sounding fast, are merely standard dedicated copper lines, which aren't routed through an exchange; in other words, they're secure.

The master-slave set-up was chosen to avoid overload and the need for multi-plexing required of a client-server system. In effect, the master terminal can be thought of as a transmitter and the slave terminals as the receivers.

For much of what CCIN does relies on the ease of MPEG transmission and the ease with which video is absorbed by human beings.

UNBEATABLE

"Nothing can match video for immediacy" enthused Tony Thompson, CCIN's on-line system operator. "If it was a choice between watching a video and reading an instruction manual, I'd watch the video every time. That's the beauty of CCIN and MPEG video. We can tailor-make training packages here in the video unit and send them down to our terminals for immediate use."

In practice, several of these training packages resemble an interactive Full Motion Video game. All the officer is required to do is press buttons on screen and select his own path. The MPEG clips are arranged in small, self contained blocks that, unlike standard video tape, can be accessed in any order. This way, police officers learn things at their own pace and absorb more hard information due to the following of natural curiosity.

To help the video unit further optimise the training package aspect using MPEG video, each access is logged and stored on the terminals hard drive. Tom Keegan, the designer of CCIN, is keen to emphasise, without any prompting, that this isn't "Big Brother watching you", but rather a mechanism that lets him further enhance the packages and analyse which are the most and least popular.

Aside from training and appraisal purposes, the system also ensures that

A VISION OF PRACTICALITY

Tom Keegan, head designer of CCIN, is a man of vision and purpose. His vision is to cut through the inevitable inertia and miscommunication faced in a rigid command structured organisation like the police force.

Given that there's no room in the police force, or the world of commercial television, for sentimentality regarding the platform used by systems like CCIN, the big question remaining to be asked is, "Why the Amiga?" Keegan offers the following by way of explanation:

"The Amiga is an ideal multimedia system and much more cost effective than a PC. After the troubles with Commodore we had a contingency plan which meant that everything could be transferred to a PC system if need be. Thankfully, it looks as if we don't need to use that option now."

the future

important events such as murder scenes and traffic accidents can be videoed and placed on the system.



Drugs. Need to know where to get them? Don't try it out here. You'll get nicked.

"Traditional methods of information dissemination in the police force would see us sending out a video cassette with a scrap of paper, not knowing if anyone was bothering to look at it or not." With CCIN, the video is sent out to the terminals along with whatever information is relevant.

Particularly important information can be made to play in a closed loop when no one's actually using the system. Keegan offers an explanation: "Officers absorb the video information given out by the terminals subliminally. It can trigger their memory at any time".

The second phase of the Cleveland network is the placement of terminals in public buildings, such as libraries and sports centres. Keegan continues: "Crimestoppers on television is highly successful. Its main drawback is that it's only on at a certain time of the day. If the public had access to one of our terminals, the chances of more useful leads coming in would be substantially increased".

Finally, the video unit can cut their own CD-ROMs and CD^{32} software, allowing the sale of training packages to police forces around the country. Forces which don't have access to a system like CCIN.

The cost of £150,000 may seem like a lot, but in the world of public and commercial service it's peanuts. Cleveland Police hope to recoup the cost through the sale of similar systems to forces throughout the UK.

Amiga Format wish them well in their endeavours. Their success might just be the kickstart the Amiga needs to be taken seriously and given the high profile recognition it deserves and needs to survive against the PC colossus.



AMIGA – THE FUTURE IS ALMOST HERE

With more than £1 billion being wiped off the value of cable companies shares, following the announcement that the Labour Party has entered into a pact with BT allowing them to compete directly with cable-TV companies, the need for a cheap, easy-to-use and cost-effective technology to harness cable's potential is of paramount importance if the cable companies want to survive.

As CCIN so elegantly illustrates, the Amiga offers the perfect solution to calm the fears of cable investors. Unlike CCIN, cable links offer wideband capabilities that would expand on and enhance the already impressive ability of CCIN.

Imagine the potential of a coalition of Hi-Soft with their MPEG unit; Power Computing with their processor and memory expansions; Amiga Technologies with the Amiga hardware and CD-ROM drive; the games software industry with the numerous link games available; and the cable companies:

Video on demand that could be paid for as and when it's watched. Swapping and transmission of viewers' own video clips – look at the success of BBC2's Video Nation series.

Marry the above to the potential of networked games – a fantasy-based *Sensible Soccer* league would be perfect to kick off with – and you're looking at a force that could simultaneously take on the might of BT and win the imagination of the public in one fell swoop.

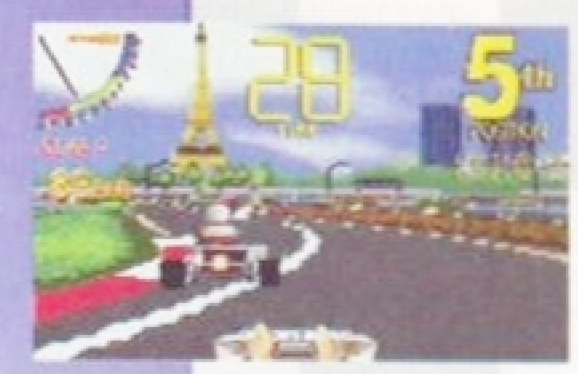
The technology's there, creating the demand is going to be up to those in charge of the companies we've listed above.

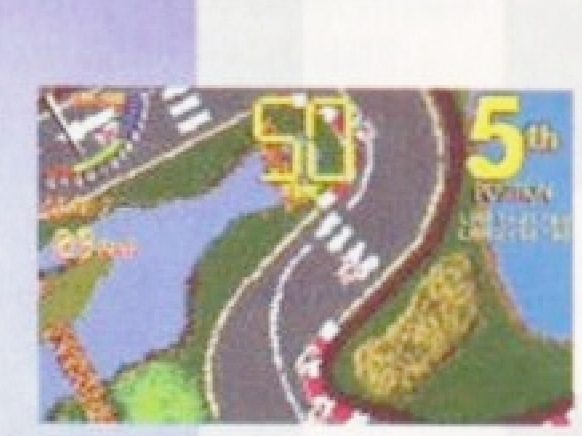
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AMIGA FORMAT SCREEN PLAY



Steve McGill

This month witnesses the highest mark I've ever given a game in my short career at *Amiga Format*. *Breathless* is staggeringly beautiful and, more than anything else, highlights the untapped potential of a well-coded Amiga in the 3D engine department. Check out why I'm constantly sneaking off to the back room for a quick game when Nick isn't looking (don't tell him).

The one off-putting aspect of *Breathless* is that its unexpected arrival has somewhat eclipsed *Zeewolf 2: Wild Justice*.

Zeewolf, due to its intuitive mouse control system is one of my favourite games, yet the control system isn't readily accepted by most players due to its original trickiness to master. I would have loved to have seen an improved joystick option to open the accessibility of the game's undoubted superior gameplay to more people. It's still great, though.

Pinball Prelude is a pinball game and a half. The pleasant chaps at Effigy have played around with the physics and concept of pinball and come up with an amazingly entertaining game to play. Truly, they capture the spirit of independence that burns so bright among Amiga users and developers.

Hope you agree with me about *Breathless*. I'd be pleased to hear your comments.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79% Good games which are worth buying, especially if you have a special interest in a game type.

60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49% Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40% The absolute pits.

Previews

Steve McGill takes a look at what's up and coming in the games



top left: Players can combine in any numbers using the link.

Above: Four players on one screen all at the same time. Wahey.

EXTREME RACING

AGA Amigas ■ Black Magic ■ 01302 890000

What Virtual Karting from OTM promised, it looks like *Extreme Racing* from Black Magic is going to deliver.

Here is a pseudo-mode 7 racing game with the pace and conflict of SNES classic Super Mario Kart. Whatever you think of the SNES and console-based cartridge software, it still can't be denied that the aforementioned title is one of the best multi-player race games available on the video game market.

Extreme Racing on the Amiga looks set to challenge and usurp that accolade. Catering for up to four players at a time on one Amiga, that number can be doubled when combined with another Amiga and a serial link. Top – can't do this with a SNES – stuff.

Unlike Virtual Karting, the construction of the courses is such that the player is always competing with one or other of the cars on the track; be they computer controlled or human.

To add to the playability and excitement, weapons and power pick-ups are also made available throughout the race. Clever and strategic use of the weapons can make the difference between winning and losing.

Furthermore, there are a multitude of camera angles to be played around with which let players adjust the view to their own personal preference.

In all, *Extreme Racing* has all the hallmarks of a classic in the mode of Super Skidmarks. While it's not going to be quite as pretty as Super Mario Kart, it looks as if it's going to push the little plumber off his gameplaying perch in the playability stakes.

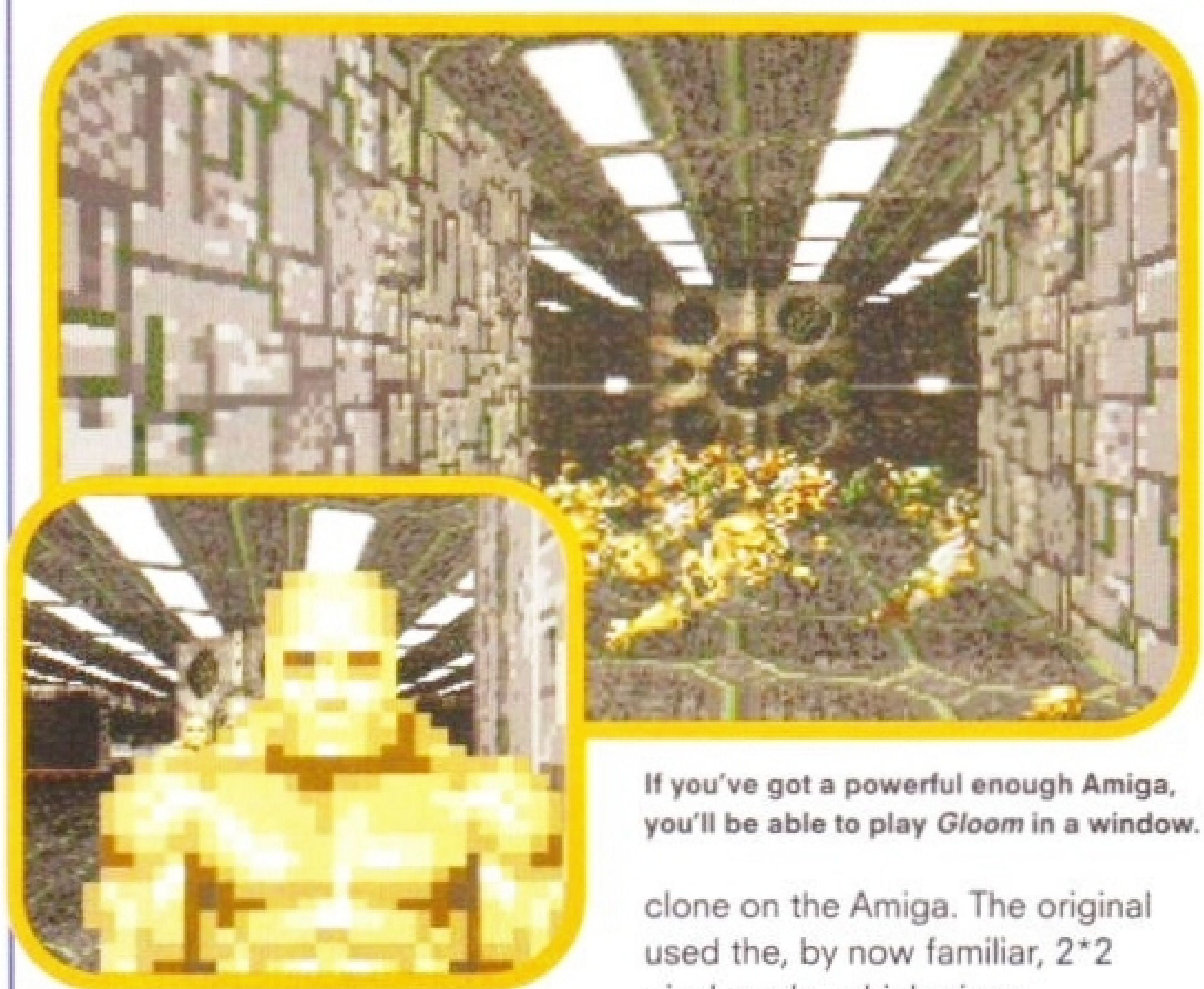
We're really looking forward to the complete game. A linked up challenge with sister magazine *Amiga Power* has already been arranged.

All we need now is a pre-emptive box of Kleenex for their inevitable losers' tears.



Not quite as cute and cuddly as Super Mario Kart, *Extreme Racing* promises to be more playable and more fun. Can't wait for the finished version. The preview was a bundle of laughs to play.

Continued overleaf ➡



If you've got a powerful enough Amiga, you'll be able to play *Gloom* in a window.

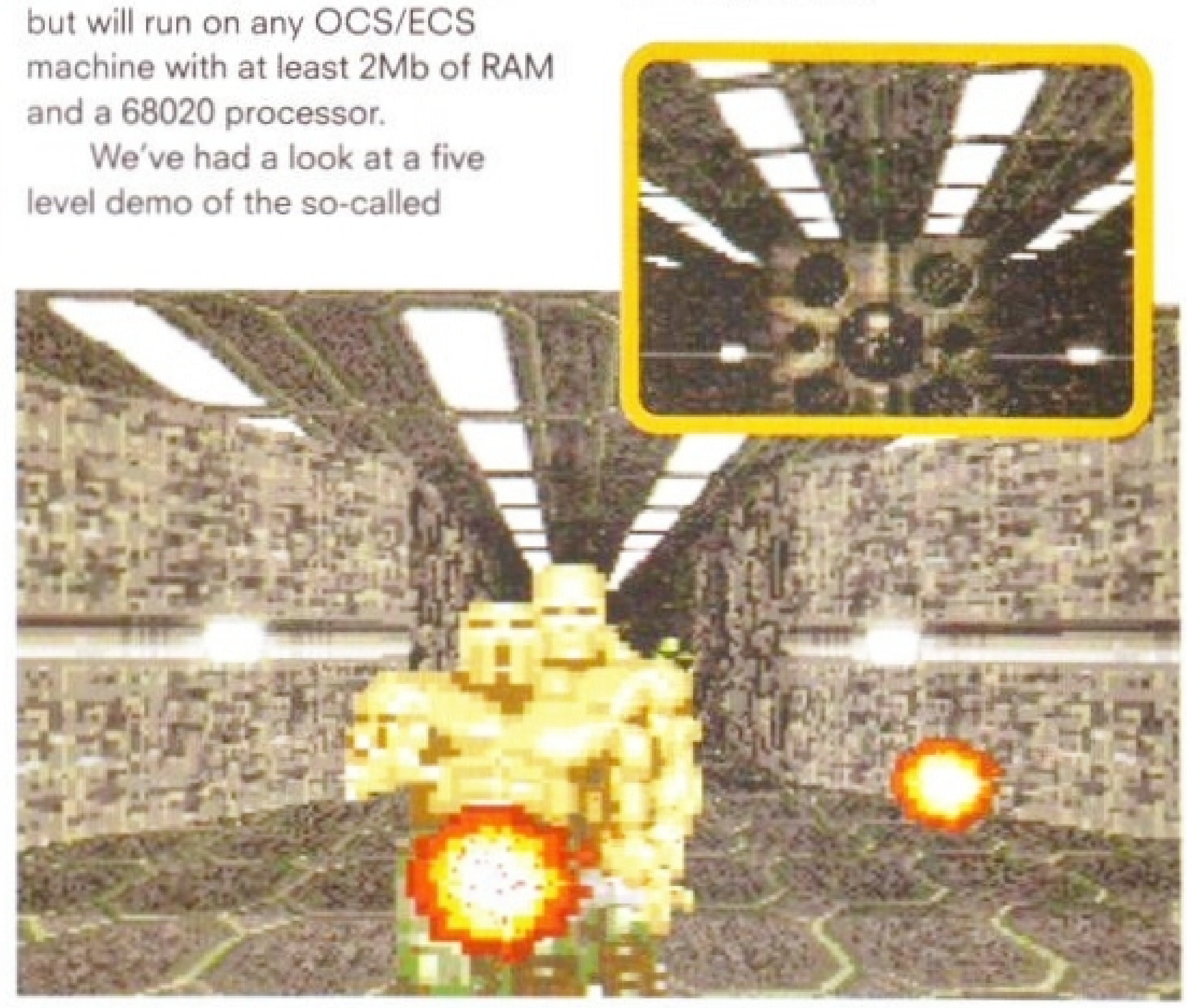
GLOOM DELUXE

2Mb, 68020+ Amigas ■ Black Magic ■ 01302 890000

Gloom from Black Magic kicked off the battle to see who could write and execute the best Doom clone on the Amiga. The original used the, by now familiar, 2*2 pixel mode, which gives everything that 'rough and ready', grungy feel. It played like a fast, frenetic dream (or nightmare, depending on how you looked at the game) and consequently was a resounding success with Amiga owners throughout the world.

This time round, that Antipodean Sibly chap has gone one better and introduced a far cleaner, more detailed, 1*1 pixel version, called *Gloom Deluxe,* which not only runs on A1200s, but will run on any OCS/ECS machine with at least 2Mb of RAM and a 68020 processor.

We've had a look at a five level demo of the so-called *Deluxe* version and can report that, if the same pace and playability is kept up throughout, fans of the original aren't going to be disappointed.



These screenshots have been taken using the 1*1 pixel mode. We're sure you'll agree that it makes the game look better. If not, we'll hang your puppies.



Not as visually resplendent as Theme Park, *Hillsea Lido* exhibits its own charm.

HILLSEA LIDO

All Amigas ■ Vulcan Software ■ 01705 670269

Hillsea Lido is the latest offering from Vulcan Software's highly successful mini-series of Amiga games.

Despite initial reservations, *Hillsea Lido* exhibits all the hallmarks of a cult classic in the making. Heavily influenced by Theme Park, *Hillsea Lido* draws upon the marketing mechanisms of Peter Molyneux's baby.

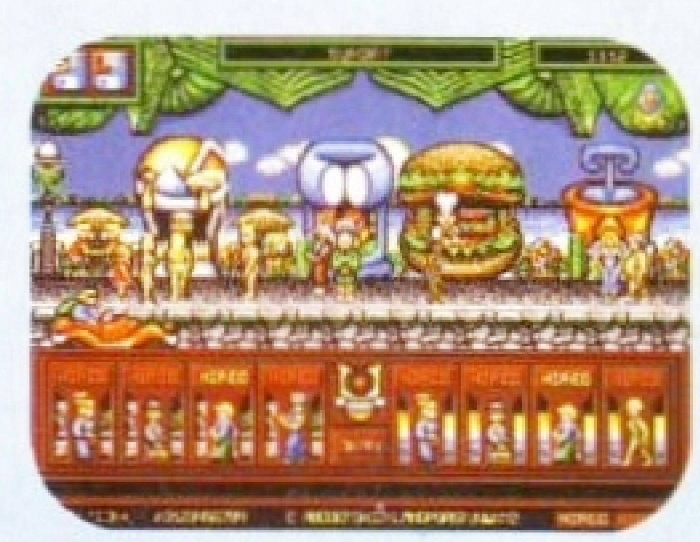
You're put in charge of 30 metres worth of virgin beach and promenade. You have a million quid with which to turn it into a raging commercial success. The means to do this are entirely up to you.

The basic strategy revolves around attracting people to your part of the beach, making them stay there, keeping them happy and luring them into spending money on the beach attractions as well as in the promenade shops.

When the money starts to roll in, the player can buy more beach and promenade and put more shops and rides on the extra real estate.

To help things along – almost like a Sunday night bonus – the beach owner can put on a show on a Sunday night which, if it's been properly advertised, can bring in wads of dosh.

Like Theme Park, the punters



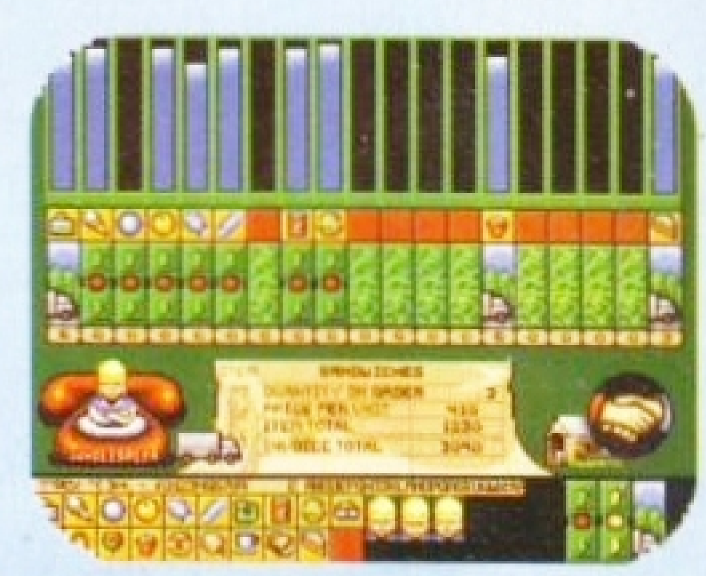
A well laid out promenade can bring the cash flooding in.



If you're bored or stupid enough, you can even watch the Sunday Show.



The more attractions you have on the beach, the more people you attract.



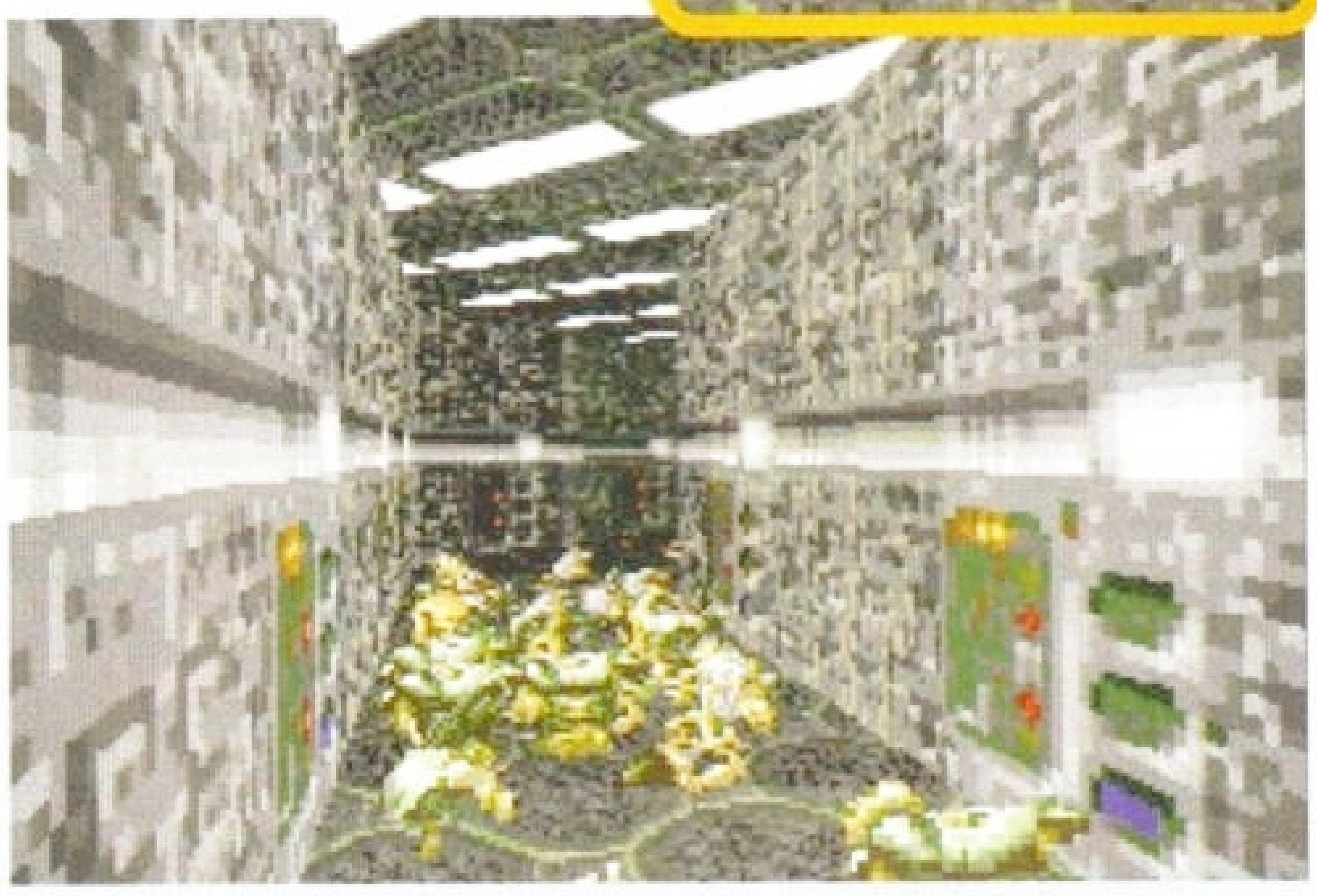
The bar graphs represent the stock levels in each of the shops.

Again, the game can be optimised for your hardware setup; memory expansions, accelerators and hard drives.

If things go to plan, it will appear in this very magazine next month.



The Nazis never got over losing the Second World War.



As is obvious from this charming picture, the option to switch between meaty and messy modes has been kept in for the Deluxe version.

exhibit their own individual artificial intelligence which lets the player interrogate them at any time so desired.

Throughout the running of the simulation various little dramatic events occur, such as shops running out of stock, litter building up, money collectors being robbed, health inspectors visiting... all helps keeping the players on their toes.

As the player progresses, there are more variables and items demanding the player's attention. Meanwhile, the little computer people residing in this micro-world seem oblivious to all of the hard work being put in by the player in the background.

Charming and compulsive, *Hillsea Lido* will receive a full review in next month's issue.



Land, shops and beach attractions are up for grabs from here.



When collecting money from shops, your collector can even be robbed.

The charts are copyright ELSPA.

THIS MONTH'S

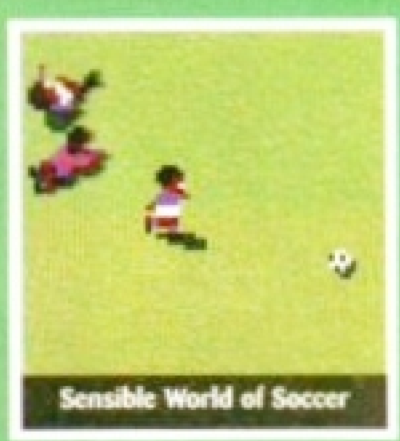
charts

Those wacky lads from Wakefield, Team 17, have finally made it to the number one slot with *Format* office-favourite, *Worms*. Well done, lads.

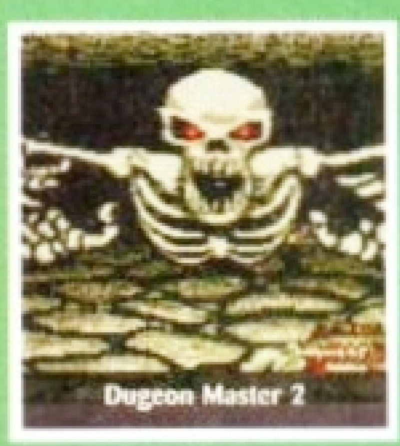
THIS MONTH'S FULL-PRICE TOP-20



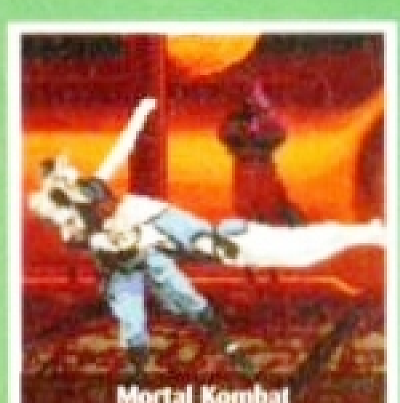
Worms



Sensible World of Soccer

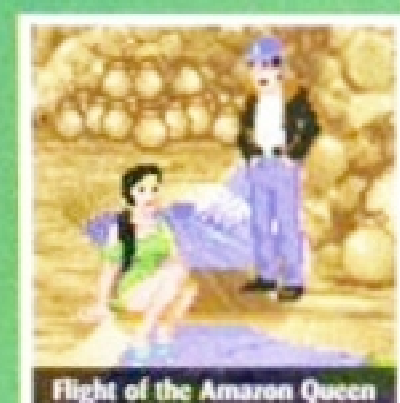


Dugeon Master 2



Mortal Kombat

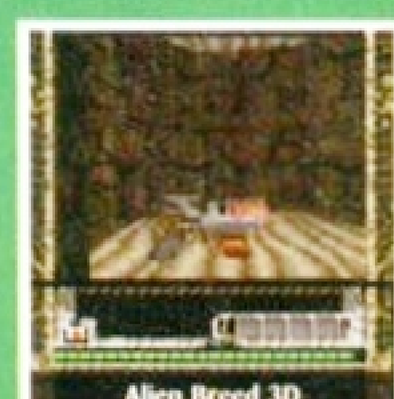
	Pos	Last	Title	Rating
new	1	(-)	Worms (Ocean/Team 17)	FG90%
	2	(1)	Sensible World of Soccer (Renegade)	FG95%
	3	(9)	Super Skidmarks (Acid/Guildhall)	FG92%
	4	(3)	Player Manager 2 (Anco/Virgin)	81%
	5	(11)	Fifa International Soccer (Electronic Arts)	79%
	6	(10)	World Cup Year 94 (Empire)	85%
	7	(4)	Premier Manager 3 (Gremlin Interactive)	85%
	8	(5)	Ultimate Soccer Manager (Impressions)	84%
	9	(Re)	Kick Off 3 (Anco)	69%
	10	(Re)	Cannon Fodder 2 (Virgin)	89%
new	11	(-)	Flight of the Amazon Queen (Renegade)	**
	12	(6)	Sensible Golf (Virgin)	81%
	13	(Re)	Skidmarks (Acid)	FG90%
	14	(18)	Animation Workshop (Empire)	55%
	15	(7)	Colonization (Microprose)	FG95%
	16	(Re)	Super League Manager (Audiogenic)	80%
	17	(17)	Combat Classics 3 (Empire)	81%
	18	(20)	Jungle Strike (Ocean)	87%
new	19	(-)	World of Soccer (Challenge)	**
new	20	(-)	Dungeon Master 2 (Interplay)	81%



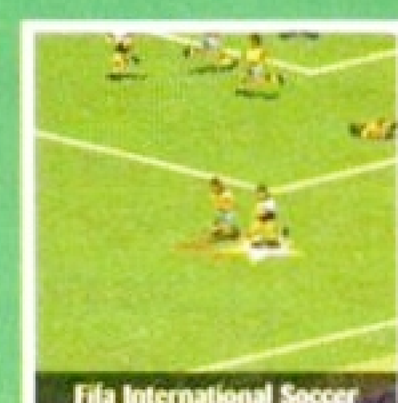
Flight of the Amazon Queen



Super Sidmarks



Alien Breed 3D



Fifa International Soccer

TOP-10 CD32

	Title	Publisher	Rating
1	Worms	Ocean/Team 17	FG90%
2	Alien Breed 3D	Team 17	FG93%
3	Wembley Int. Soccer	Audiogenic	78%
4	James Pond 2: Robocod	Kixx	84%
5	Subwar 2050	Microprose	84%
6	Gloom	Black Magic	FG91%
7	Rise of the Robots	Mirage/Time Warner	18%
8	Super Methane Brothers	Extender	80%
9	Super Skidmarks	Acid Software	FG92%
10	Fire and Ice	Renegade/Mindscape	88%

TOP-10 BUDGET

	Title	Publisher	Rating
1	Mortal Kombat	Virgin	74%
2	Tactical Manager	Hit Squad	78%
3	Club Football The Manager	Boms Ltd	49%
4	The Settlers	Blue Byte	FG94%
5	Football Glory	Hit Squad	80%
6	Formula 1 Grand Prix	Powerplus	FG94%
7	Atomino	Psygnosis	74%
8	Indiana Jones: Atlantis	Kixx	81%
9	Playdays	Alternative	**
10	Monkey Island 2	Lucas Arts	FG95%

TOP-10 A1200

	Title	Publisher	Rating
1	Alien Breed 3D	Team 17	FG93%
2	The Lion King	Virgin	69%
3	Gloom	Black Magic	FG91%
4	Sim City 2000	Maxis	FG90%
5	Roadkill	Vision Software	80%
6	Ultimate Soccer Manager	Impressions	84%
7	Guardian	Acid	88%
8	Fears	Manyk	FG92%
9	James Pond 2: Robocod	Kixx	84%
10	Virtual Karting	OTM	62%

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

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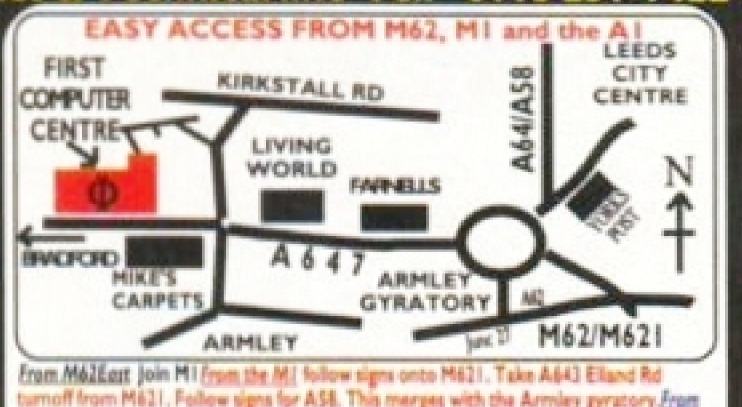
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From M62East Join M1 from the M1 follow signs onto M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with the Armley gyratory. From M62West Junction 27, A62 to Armley gyratory. From the A1 take the turnoff for A64. This merges with the A58 (by-passing town centre) which meets Armley gyratory.

Hardware

UK'S cheapest Amiga's A1200 Magic Pack only!! £349.99

Includes, Wordworth V4SE, Datastore, Organiser, Turbocal Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Wh

Limited UK Stocks

Amiga Magic Pack + 170Mb HardDrive Only!! £489.99 includes Scala MM-300

Chaos Software Pack — Pack consists of Nick Faldo's Golf, Pinball Fantasies, Syndicate, Chaos Engine £19.99

First Starter Pack
- A1200 dust cover
- 10 x DSDD disks + labels
- Top quality joystick
- Deluxe mouse mat
- 3 x A1200 games

All for £19.99

AMIGA M1438S *£279.99 *When purchased with a Computer. Separate £299.99

A4000T
MC68040-25 Mhz £2179.99
MC68060-50 Mhz £2469.99

- 6Mb RAM expandable to 2 Gig max.
- 1.2Gb SCSI-II Hard Drive
- AGA chip set
- Workbench 3.1
- 1.7Mb 3.5" Floppy Drive
- 4 Channel Stereo
- Scala MM300 Pre-Installed

RAM Expansion

Item	Price
A1200 1 MB RAM *Special price!!*	£75.99
A1200 2 MB RAM	£119.99
A1200 4 MB RAM	£169.99
A1200 8 MB RAM	£284.99
For 68882 33Mhz Co Pro add	£30.00
PRIMA A500 512k RAM no clock	£19.99
PRIMA A500+ 1 Mb RAM	£29.99
PRIMA A600 1 Mb RAM no clock	£29.99
1 Mb 72 Pin SIMM	£29.99
2 Mb 72 Pin SIMM	£69.99
4 Mb 72 Pin SIMM	£115.99
8 Mb 72 Pin SIMM	£225.99
16 Mb 72 pin SIMM	£399.99
1Mb 30 pin SIMM	£29.99
4 Mb 30 pin SIMM	£119.99
256 by 4 DRAM (DILs)	(each)£6.99
1 Mb by 4 ZIPPS	(each)£32.99
256 by 4 ZIPPS	(each)£5.99

Part exchange available on your old memory. Call for pricing.

Accelerator Cards

POWER VIPER

Item	Price
Viper II-28	£119.99
Viper II-50	£199.99
Falcon 68040 RC	£499.95

CD ROM Drives/Squirrel I/face

RENO Portable CD ROM

Prima shareware CD ROM Valued at £10 free with Reno drive

10/10 December Amiga Computing

Requires SCSI controller, eg Squirrel, GVP etc.

£129.99

- SCSI-2 interface
- 330k/sec data transfer,
- Battery or Mains powered
- Kodak multi-session CD
- Stereo headphones supplied
- 180ms Access Time
- Audio CD operation buttons

Internal SCSI CD ROM drives

NEC 6Xi 6 speed Only!! £292.99
- 900kb/s transfer rate
- 145ms access time
- SCSI-2 interface
- Cache memory 256kb

Drive	Price
Sanyo CDR H94A x2 Speed	£125.99
Toshiba 5201B x3.4 Speed	£158.99
Panasonic CR504B x4 Speed	£189.99

Squirrel SCSI-II Interface *£45.00 *When bought with any SCSI device, £54.99 if bought separate

Surf Squirrel SCSI-II Interface *£79.95 *When bought with any modem or SCSI device £99.95 if bought separate

GVP 4008+ H.D./RAM card £99.99 SCSI-II interface card for big box Amiga's A4000/2000 etc.

Ricoh CD-R 1060c CD ROM Recorder External CD-R 2 x Write 2 x Read SCSI-II interface. 74 min. media £64.99 for 10 £629.99

PRIMA SCSI Enclosures These cases are suitable for housing any internal SCSI device, eg CD Roms etc. Single Case £69.99 Dual Case £89.99

Full range of SCSI cables always in stock, from £9.99

Hard Drives

3.5" Hard Disk Drives with A1200/600 install kit inc. software, cables and instructions

420Mb..£150.99 540Mb...£184.99
850Mb..£199.99 1.05 Gig...£245.99

3.5" Hard Drive upgrade kit £18.99 Includes set up software, cables and full instructions, no Hard Drive.

New — **External Hard Drives for all SCSI aware Amiga's** 500Mb £199.99 1.0Gig £299.99 Inc. High quality SCSI-II drive, Int. PSU, SCSI ID selector, Cooling fan and HD prepping/partitioning software. Requires SCSI interface, ie. Squirrel/GVP

2.5" Hard Drives for A600/A1200 with installation kit inc. software, screws, cables and instructions

Seagate FUJITSU CONNER

80Mb.......£89.99 130Mb..£109.99
170Mb..£114.99 250Mb..£129.99
340Mb..£179.99 510Mb..£254.99

Quantum TOSHIBA

170Mb Harddrive Scala MM300 Pre-installed Amazing value at only £169.99

Monitors

AMIGA M1438S .28 dp, 15/38 KHz, all Amiga modes, AGA compatible. Stereo speakers, tilt and swivell stand. only £299.99 or without speakers £274.99

Amitek 1084 S £199.99 14" Colour CGA Stereo Monitor, Composite Video, Digital RGB, Analog Inputs.

Item	Price
Monitor dust cover	£6.99
Copy holder	£9.99
Screenfilter	£19.99

Disk Drives

NEW!! NEW!! NEW!! NEW!! **Zip Drive** £189.99
- Includes:-
- HISOFT Zip Tools
- 1 X 100Mb cartridge
- SCSI interface required.
- Additional 100Mb Zip cartridges £15.99

Zip tools available separately £16.99

NEW!! NEW!! NEW!! **AMITEK 1.76Mb** External Drive Only £84.99 The Ultimate Amiga Drive

Item	Price
Amiga External drive	£49.99
A1200/600 internal drive	£39.99
A500/500+ Internal drive	£39.99

Peripherals

Item	Price
New Mega Mouse+ 400 dpi (3 button)	£12.99
Mega Mouse 400 dpi (2 button)	£11.49
Essential Mouse 400 dpi (2 button)	£10.99
New!! Amiga mouse 560dpi (3 button)	£12.49
New!! Soccer Mouse 400dpi	£19.49
AlfaData Crystal Trackball	£34.99
ZyFi-2 Speakers (8 watts/channel)	£26.99
ZyFi Pro Speakers (16 watts/channel)	£57.99
Roboshift (Auto mouse/j.stick switch)	£9.99
Amiga Modulator	£34.99
Amiga PSU	£34.99
Kickstart 2.04	£24.99
Kickstart 2.05 (for use in A600)	£24.99
CIA 8520A I/O controller	£18.99
68882 Co Pro 25mhz PLCC	£34.99
68882 Co Pro 33mhz PLCC	£39.99

Turbotech realtime clock cartridge £17.99 fits any Amiga

SupraFAXModem

SupraFAXModem 288
- Up to 115,200bps (v42bis)
- Silent & Adaptive Answer
- V34 Standard
- NComm Software
- Class 1 & 2 Fax
- Unique LCD Display
- Flash ROM
- 5 Year Warranty

only £199.99

Is it a bargain the size of a Hippo's Bum? . You Betcha!! - Amiga Computing Oct. 1994

New!! SupraExpress 288 Only £174.99
- LED Display
- V34 Standard
- NComm Software
- Up to 115,200bps (v42bis)
- Class 1 & 2 Fax
- 5 Year Warranty

SupraFAXModem V.32bis This modem has full 14400 baud. includes V.32bis, V.32, V.22bis, V22, V21, MNP2-5, V.42, V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free modem comms (not Fax)s/w & cable only £134.99

Supra modems are not BABT approved, however they perform as well & often out perform BABT approved modems. Supra Modems have a 5 year limited warranty

USRobotics — WE ARE PREFERRED USR DEALERS

Sportster 288 only £193.99 V34, 28,800 BPS, BABT approved. If you thought V32bis was fast try V34 (28,800 bps).

Courier V34+ Dual Standard £287.99 33,600 bps.

Tabby

only £59.99

The amazing new graphics tablet for the Amiga developed with First Computer. 94% rated in Amiga Shopper. Requires 2.04 WB or above.

Scanners

Scanner	Price
Power Scan v4. — 256 g/scale on AGA Amigas, 64 g/scale non AGA	£89.99
Power Scan Col. — 24 bit colour scanner, 16.7 million colours	£174.99
Alpha Scan 800 — 800 dpi, 256 g/scale, works on all Amigas	£99.99
Alpha Scan 256 — 256 g/scale,full OCR software,HD req to use OCR	£139.99
Epson GT 5000 — Colour flatbed scanner Parallel interface built in. Art Department scanning software, price £99.99	£439.99

CD ROM Software

Title	Price
New!! 17 Bit The 5th Dimension	£17.49
17 Bit Collection (Double)	£28.99
17 Bit Continuation	£14.49
17 Bit Phase 4	£14.49
17 Bit/LSD compendium 1or2	£16.99
New!! 17 Bit/LSD compendium 3	£16.99
	£17.99
New!! Aminet 8	£14.49
Aminet collection(Aminet 1-4)	£24.49
New!!Aminet collection 2 (Aminet 5-8)	£24.49
New!! Amos Users CD Ver 2.	£16.99
Animations (Double)	£17.49
New!! Assassins 2 (Double)	£17.49
BCI Net 2	£8.99
New!! C64 Sensations	£16.49
CAM (Double)	£22.49
CD-PD 1	£8.99
CD-PD 2	£8.99
CD-PD 3	£8.99
CD-PD 4	£12.99
Demo CD 1	£8.99
Demo CD 2	£8.99
New!!Euroscene 2	£11.99
Fractal Universe	£17.49
Fresh Fish 8	£27.49
New!!Global Amiga Experience	£17.99
GoldFish 1	£24.49
GoldFish 2	£24.49
Grafix Sensations	£17.49
New!!Groliers Encyclopedia 2	£25.99
Illusions in 3D	£8.99
Light ROM/Works	£29.99
Magic Illusions	£11.49
New!! Meeting Pearls 3	£8.99
MultiMedia ToolKit 2 (2xCD's)	£27.99
New!!Network 2 CD	£12.49
New!!NFA AGA Experience	£17.99
New Price!! Prima CD Vol. 1	£9.99
Professional Gifs	£17.49
Proffessional Utilities	£17.49
New!!Sci-fi Sensations	£17.99
Space And Astronomy	£16.99
New!! Speccy Sensations II	£17.49
The Beauty of Chaos	£13.49
Ten on Ten pack (10xCD's)	£37.99
New!!UPD Gold CD (4 x CD's)	£27.99
New!!World Of Pinups 2	£14.99
WPD Hottest 5	£17.99
Weird Science Fonts	£8.99
Weird Science Clipart	£8.99
Weird Science Animation	£16.99
New!! World Info 95	£34.99
New!!XiPaint V3.2	£49.95
New!! Zoom	£18.99

FREE!! Prima Shareware CD-ROM worth £10 with every order of CD-ROM software over £30

Printers

Canon

Printer	Price
Canon BJ30 — Portable mono printer, 30 page ASF built in.	£184.99
Canon BJC70Colour — Portable colour printer, 30 page ASF.	£289.99
Canon BJ200ex — High quality mono printer, virtual 720 dpi.	£207.99
Canon BJC4000Colour — High quality colour/fast mono printing 360 dpi.	£289.99
Canon BJC600e Colour — Enhanced colour printer, virtual 720 dpi.	£412.99
Canon LPB460 Laser — GDI printer, 4 p/p/m, HP Laserjet II emulation.	£369.99

star MICRONICS

Printer	Price
Star LC90 9 pin mono — ASF built in, push tractor optional.	£107.99
Star LC100 9 pin Colour — 180 cps draft, 45 cps NLQ, Amiga drivers.	£129.99
Star LC240 24 pin mono — 192 cps draft, with ASF built in.	£123.99
Star LC240C 24 pin Colour — ASF built in, 4 LQ fonts.	£145.99
Star SJ144 Colour — Colour thermal transfer printer, low running costs, 3 p/p/m mono, 1.4 p/p/m colour.	£229.99

CITIZEN COMPUTER PRINTERS

All Citizen printers have a 2 year warranty

ABC Colour printer £145.99 — Simple (as easy as ABC) to use 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder. Tractor feed optional at £34.99

New Printiva 600c
- New Micro Dry print technology
- 600 dpi Colour/1200 dpi mono
- Amiga drivers provided

£399.99

HEWLETT PACKARD

Printer	Price
New!HP340Portable — Colour upgradeable portable printer	£224.99
New! HP600 — Colour upgradeable mono ink jet/ Col. Kit £41.99.	£242.99
HP 660 Colour — New colour inkjet from HP.	£319.99
HP850 Colour — 600x600 dpi up to 6 p/p/m mono, 3p/p/m colour	£429.99
New!HP 5L Laser printer — 4 p/p/m 600 dpi	£449.99
New! HP 5P Laser printer — 6 p/p/m 600 dpi	£715.99

EPSON

Printer	Price
New!! Stylus Colour II — 720 dpi, 4ppm Black, 2ppm Colour.	£335.99
New!! Stylus Colour IIs — 720dpi, 2.5ppm Black, 1ppm Colour.	£270.99
New!! Stylus 820 — 720 dpi, 2.5ppm Black, Colour Upgradeable.	£234.99
New!! Stylus Pro — 720x720 dpi, Photo-Real quality output.	£499.99
EPL-3000 Laser Printer — 4 ppm, 300 dpi, 1Mb memory, 150 sheet ASF	£439.99

The perfect accompaniment for a high quality colour printer NEW!! GT-5000 colour flatbedscanner ONLY!! £439.99

We would be happy to quote you on any make or model of printer that may not be listed.

Miscellaneous

Item	Price
Printer Switch Box 2 way	£12.99
Printer Switch Box 3 way	£17.99
Printer Stands (Universal)	£4.99
1.8 Metre printer cable	£4.99
3 Metre printer cable	£6.99
5 Metre printer cable	£8.99
10 Metre printer cable	£12.99
Parallel port extension cable	£9.99

Consumables

Ribbons

Item	Price
Citizen Swift/ABC mono	£3.99
Citizen Swift/ABC colour	£12.99
Star LC90 mono ribbon	£4.99
Star LC10/100 mono	£3.69
Star LC10/100 colour	£7.99
Star LC240c colour	£13.99
Star LC240c mono	£8.99
Star LC240 mono	£5.99
Star LC24-10/200/300 Colour	£13.99
Re-Ink Spray for mono ribbons	£11.99

We stock a wide range of consumables for all printers Lasers, Dot Matrix and InkJets old and new.

PREMIER-INK Cartridge Refills

Save a fortune in running costs with your ink/bubble jet. Compatible with the HP Deskjet series, Canon BJ10/20/80/130/200/300/330, Star SJ48, Citizen Projet and many others.

Item	Size	Price
Single refills	(22ml)	£6.99
Twin refills	(44ml)	£12.99
Three colour kit	(66ml)	£19.99
Full colour kit	(88ml)	£27.99
Bulk refills	(125ml)	£24.99

Printer repair specialists call for quote

Ink Cartridges

Item	Price
Canon BJ10/Star SJ48	£19.99
Canon BJ200/230	£19.99
Canon BJ30 (3 pack)	£13.99
Canon BJC 70 mono (3 pack)	£12.99
Canon BJC 70 colour (3 pack)	£16.99
Canon BJC 4000 colour (single)	£16.99
Canon BJC 4000 mono (single)	£7.99
Canon BJC 4000 mono high cap.	£28.99
Canon BJC 600e mono high cap.	£10.49
Canon BJC 600e colour	£8.99
HP.Deskjet colour	£26.99
HP. Deskjet double mono	£24.99
HP. Deskjet 660 double mono	£25.99
HP.Deskjet 660 colour	£27.99
Epson Stylus mono	£15.99
Epson Stylus colour	£36.99
Epson Stylus Col. II/S/820 Mono	£17.99
Epson Stylus Col. II/S/820 Colour	£24.99
Epson Stylus 820 colour upgrade	£94.99
Star SJ144 mono/colour (single)	£8.99

Covers

Item	Price
All printer dust covers	£5.99

Paper

Item	Price
Fanfold (tractor feed) 500 sheets	£4.99
Fanfold (tractor feed) 1000 sheets	£8.99
Fanfold (tractor feed) 2000 sheets	£17.99
Single sheet 500 sheets	£4.99
Single sheet 1000 sheets	£8.99
Single sheet 2000 sheets	£17.99
Epson Stylus 720 dpi paper pack	£12.49

Disks

Disks		
Bulk DSDD	10 x £3.49	100 x £29.99
	30 x £9.99	200 x £54.99
	50 x £15.99	500 x £118.99
Branded DSDD	10 x £4.99	100 x £35.99
	30 x £12.99	200 x £63.99
	50 x £25.99	500 x £142.99
Bulk DSHD	10 x £3.99	100 x £33.99
	30 x £11.99	200 x £59.99
	50 x £17.99	500 x £134.99
Branded DSHD	10 x £5.99	100 x £47.99
	30 x £15.99	200 x £84.99
	50 x £25.99	500 x £190.99

Disk labels x500 £6.99

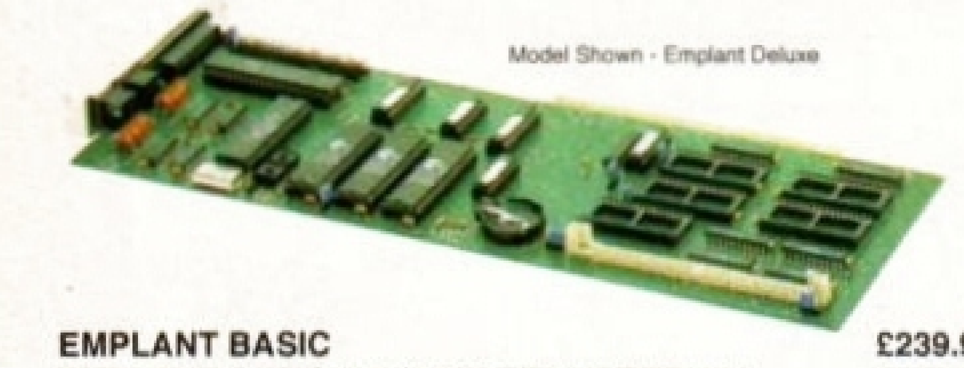
Disk labels x1000 £9.99

Emplant - Macintosh and PC emulations.

Emplant can be used with any accelerated Zorro based Amiga. With Macintosh and PC emulation modules, Emplant is the Amiga's only all-in-one emulation solution.

Macintosh® Emulation Module

- A full 'generic' Macintosh with the speed dependent upon your processor.
- An A3000 is equivalent to a MAC IIci. An A4000 is equivalent to a Quadra 900.
- Support for up to 16 colours (non-AGA), 256 colours (AGA) or up to 24 bit colours using third party video boards such as Picasso II, CyberVision, Piccolo SD64, Retina etc.
- Built in intelligent multiple file transfer for transfers between the Amiga and MAC.
- Support for AmigaDOS devices, CD ROM, direct Scanning, MIDI, SyQuest, Printers, Modems etc. Total compatibility through on-board SCSI interface (Option B and Deluxe).
- Full 8 -bit stereo sound. Requires Macintosh II/IIx/IIcx/SE30 256K ROMs (not supplied).
- Supports all Floppy formats (Even 800K Mac drives with additional AMIA interface).



Model Shown - Emplant Deluxe

e586DX/SX Emulation Module

- MDA, CGA, EGA, VGA, SVGA video modes (AGA is required for VGA/SVGA).
- Sound, Floppy drives, AmigaDOS partitions, Extended Memory, and more!
- Print from Windows or DOS via Amiga parallel port.
- Use CD ROM drive with any Amiga sided CD ROM drive.
- Will run programs that require greater than a 286 processor.
- Comes with both DX (FPU) and SX (no FPU) versions and 486 PC BIOS.

EMPLANT BASIC	£239.95
EMPLANT OPTION A (APPLETALK/SERIAL)	£279.95
EMPLANT OPTION B (SCSI INTERFACE)	£279.95
EMPLANT DELUXE (APPLETALK & SCSI)	£299.95
e586DX/SX PC MODULE (Now includes BIOS)	£109.95
PC BIOS (AMIBIOS) FOR e586DX sold alone	£ 10.00
AMIA (800K MAC DRIVE ADAPTER) + MAC DRIVE	£ 89.95

MainActor Broadcast

New

MainActor Broadcast is a completely new Animation program for any Amiga with OS2.04 or better.

- Over 20 Load/Save modules (AVI, BMP, DL, FLI, FLC, GIF, IFF, IFF-Anim3/5/7/8/J, JPEG, PCX, QuickTime...) with AVI, QuickTime and JPEG support up to 24-bit.
- Index file for faster reloading of animations and playback from Hard Drive.
- Support for any graphics card for 24-bit as well as standard Amiga screenmodes.
- Effects modules to apply effects directly into the animation (Text, Scroll, Scale, Rotate..)
- 19 Sound modules for sound/music playback incl. compressed (OctaMed, SM3) in 8 and 16 voices.
- Joining, Convert, Split animations and autoswitch to optimal colour depth.
- AREXX-Port for external control, and MacroSystems multipic.library support.

MAINACTOR BROADCAST	£179.95
MAINACTOR PROFESSIONAL	£ 49.95

Liana

Liana is the ideal solution for a quick, easy yet efficient connection between any two Amiga's. Simply plug the special cable into the parallel port and install the **Envoy** software. The software offers FileSystem import and export, network printing and multi-user support. The Liana network driver is completely SANA-II compatible.

LIANA £ 59.95

Ariadne

Ariadne offers a simple but effective Network solution for any Zorro based Amiga.

- Two extra parallel ports.
- The industry standard software solution **Envoy**.
- 10Base-2 (Thin ethernet, coax cable) and 10Base-T (Twisted pair, western jacket).
- Socket for a boot ROM and 32Kb CPU cache.
- SANA-II compatible driver for ethernet and parallel port.

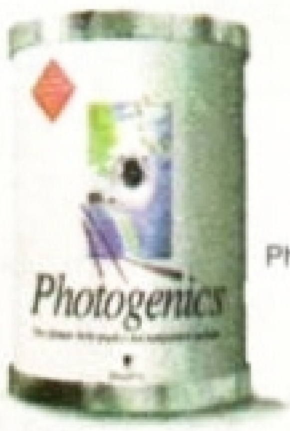
ARIADNE £219.95

Picasso II Bundles

PICASSO II is the leading graphics card for any Zorro based Amiga. The Workbench emulation offers 256 colours, even on non-AGA machines (Requires OS3.1) at resolutions up to 1600x1280. Choose colour depths including HiColour (16 bit) and True Colour (24 bit). No "Chip RAM limitations" and an in-built Amiga video pass-through makes Picasso II the best value graphics card around!



Picasso II



PhotoGenics V1.2

To Enhance your choices, we have a variety of excellent bundles, offering fantastic value!

Picasso II Standard	Includes TVPaint Junior, MainActor, Viewers etc.	
1Mb		**£219.95**
2Mb		**£249.95**
Picasso II + TVPaint 2.0	As the Standard pack but with TVPaint 2.0.	
1Mb		**£369.95**
2Mb		**£399.95**
Picasso II Creativity	As the Standard pack but with PhotoGenics 2.1	
2Mb		**£289.95**
Picasso II Creativity Plus	As Creativity pack but includes full CyberGraphics	
2Mb		**£309.95**
Picasso II MultiMedia	As the Standard pack but with Pablo Video Encoder and MainActor Professional.	
2Mb		**£349.95**
Picasso II MultiMedia Plus	As the MultiMedia pack but with MainActorBroadast.	
2Mb		**£529.95**
CyberGraphX Software	Full release for all graphics boards	**£ 34.95**

OS3.1

Now available for ANY Amiga! The full Escom licensed OS3.1 packs will bring your Amiga up to the very latest operating system. OS3.1 is more efficient, offers more features and is becoming necessary for many high end applications.



OS3.1 A500/600/1500/2000	**£89.95**
OS3.1 A1200	**£99.95**
OS3.1 A3000	**£99.95**
OS3.1 A4000	**£99.95**

AmiTCP

New

AmiTCP is the most popular TCP/IP implementation for the Amiga.

- Connect your Amiga to heterogeneous networks and the Internet.
- Supports Network-File-System (NFS) as a client.
- Uses SANA-II Interface.
- Optimised version for 68020+ CPU included.
- Full English manual.
- Additional applications : FTP, Telnet, rsh etc.

AmiTCP £ 69.95

ATAPI + CDFS

New

The new ATAPI/Cache CDFS package offers excellent facilities for your A4000, A1200 or A600

- Use an ATAPI CD-ROM drive with the A4000 A1200 or A600 IDE controller.
- The Atapi.device is able to support up to 4 units with the A4000 and A1200 (not A600) With an additional special cable. This may be up to two hard-disks or any number of CD-Roms. This effectively adds a "second" fully operational IDE port to the system.
- CacheCDFS, excellent CDFileSystem software.
- PlayCD (audio) and CD32-Emulator.

ATAPI + Cache CDFS + CD32	**£ 49.95**
ATAPI Software + 4-Way Cable A4000	**£ 69.95**
ATAPI Software + 4-Way Cable A1200	**£ 74.95**

Amiga Computers

AMIGA™

We can supply the full range of machines at the best possible prices. Call for availability.

A4000/40
- 68040 Processor at 25MHz.
- 2Mb Chip RAM, 4Mb Fast RAM.
- 1.2Gb Fast SCSI-II Hard Drive.
- Shipped with SCALA MM-300

£2099.95

A4000/60
- 68060 Processor at 50MHz.
- 2Mb Chip RAM, 4Mb Fast RAM.
- 1.2Gb Fast SCSI-II Hard Drive.
- Shipped with SCALA MM-300

£2399.95

A1200
- 68020 Processor at 14MHz.
- 2Mb Chip RAM.

£389.95

A1200HD
- 68020 Processor at 14MHz
- 2Mb Chip RAM.
- 170Mb Hard Drive.

£479.95

Best Prices on Computers Guaranteed!

Pablo Video Encoder

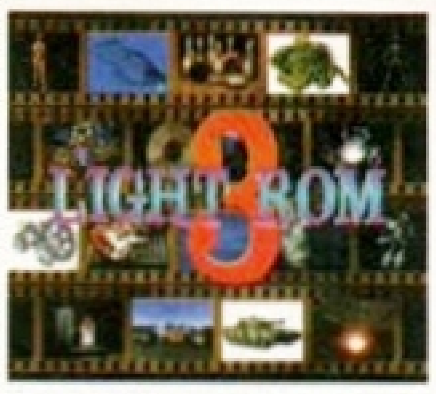
PABLO is the Video Encoder option for Picasso II, expanding it with two additional video ports, one standard Composite Sync Signal, and one S-VHS (Y-C) compatible port. All PAL compatible video devices can be plugged into Pablo, such as a colour TV or a video recorder.

PABLO VIDEO ENCODER £119.95

Light ROM 3

New

LIGHT ROM 3 is a three CD pack offering tremendous quality and value to the user.



CD ROM 1

Over 4500 Lightwave objects divided into categories including Anatomy, Aviation, Botany, Buildings, Furniture, FX, Holidays, Household, Logos, Music, Ships, Space, Sports, Tools and Vehicles. Showcase directory features contributions from Lightwave artists around the world. Every Lightwave object is represented in easy preview thumbnail renderings (IFF, TARGA & JPEG).

CD ROM 2

Collection of 3D objects in other formats including Imagine (175 Mb), 3D Studio (110 Mb) and Sculpt 3D (30 Mb). Textures in JPEG format complete with thumbnails. PD graphic programs and demos for PC and Amiga. Collection of 3D landscapes in Lightwave, 3D studio and Imagine formats. Video Toaster directory with wipes and CG fonts.

CD ROM 3

Bonus "DEM ROM" includes over 1000 DEMs (Digital Elevation Maps) for use with World Construction Set, VistaPro and Scenery Animator on any platform.Use DEM ROM (along with any of these programs) to create realistic backgrounds or flights through your favourite scenery to incorporate into Lightwave or other 3D programs as background sequences. All DEMs include thumbnail renderings of their their topographical maps.

LIGHT ROM 3 £39.95

World Construction Set

New

World Construction Set is a 3-D terrain modelling and animation program that offers unlimited flexibility and control. WCS provides a wealth of solutions, whether you are creating for video, print media, commercial or scientific applications, or just for fun.

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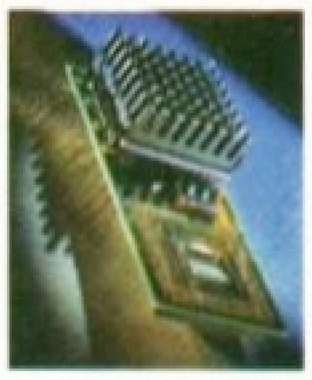
WCS's friendly design makes it easy to create scenes with just the view you want. You can work in multiple windows to lay out motion paths, adjust colours and modify ecosystems all at the same time. Camera View shows a wire frame rendering of the scene of any animation frame. Solid shaded, ecosystem, diagnostic and animation previews can also be generated. Camera position and over 20 other attributes can be set interactively. Haze, horizon, view arc, vertical exaggeration and sun position are just a few of them.

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Breathless EXCLUSIVE!

If the Amiga was compared to King Arthur, *Breathless* would be Galahad – the worthiest and most able champion in the land. Steve McGill can't recommend it enough.



Wow, despite being an assertion verging on understatement, it seems ironically appropriate to proclaim that *Breathless* is going to be as significant and as important to the Amiga of the Nineties as the Juggler was to the Amiga of the Eighties. If you're new to the Amiga or don't know what I'm referring to, here's a brief explanation:

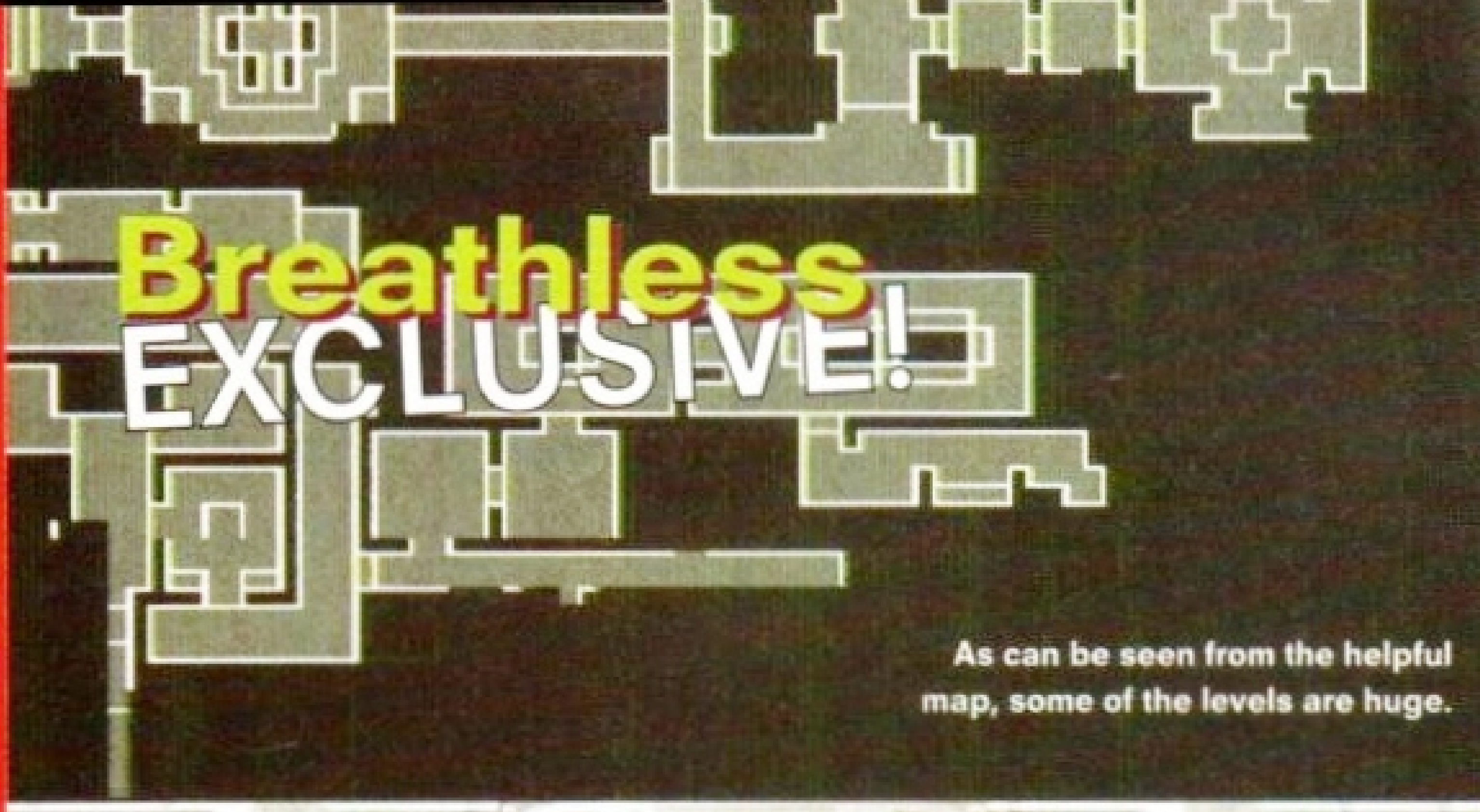
The Juggler was a raytraced animation of a rotund figure juggling some light-sourced balls which reflected the surrounding environment. Nothing like it had ever been seen before on a home computer.

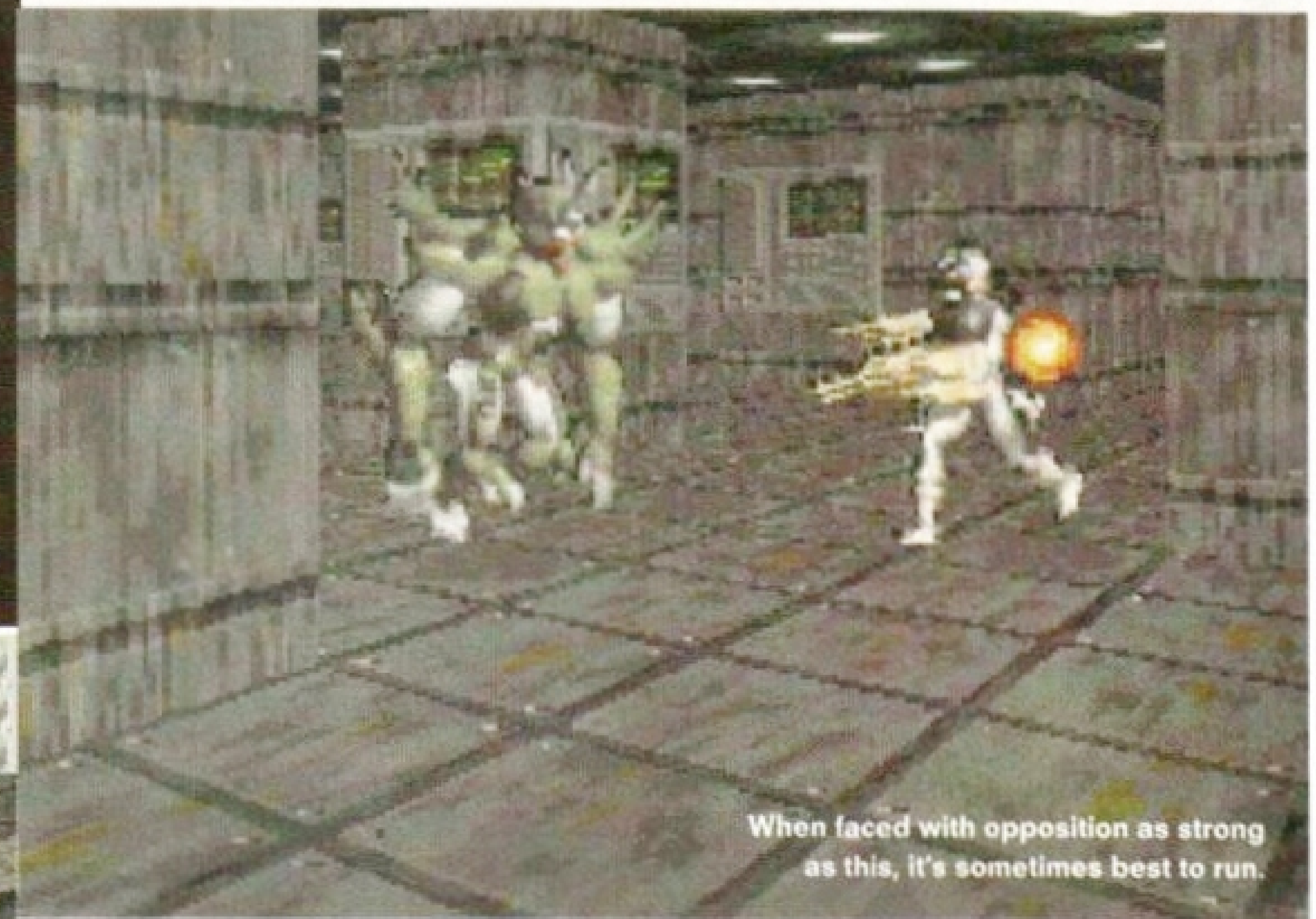
The Juggler single-handedly, so to speak, turned on thousands of adventurously curious types and tuned them in to the arcane lore and heady world of the Amiga. Consequently, the machine sold in droves and went on to become the resounding success that it is today.

Continued overleaf ➡



Breathless EXCLUSIVE!


As can be seen from the helpful map, some of the levels are huge.


When faced with opposition as strong as this, it's sometimes best to run.


Look at the perspective on this corridor. More realistic than real, that's what it is.

Breathless, meanwhile, has the potential locked within its exquisitely crafted code to repeat history. But rather than selling Amigas – which it will as a matter of course – *Breathless* is more likely to sell accelerator cards by the bucket load. For it is a walking, talking, singing and dancing tribute to the potential and power that lies within the heart of an accelerated, AGA chipset Amiga.

In effect, it's probably the most opportune and timely advert for the potential of our underrated vanilla chum ever seen. At a stroke it casts aside the imagined inferiority complex the Amiga's been suffering from for the past year or so concerning the higher profile PC and Mac platforms.

What Doom does on the PC using brute processing power, *Breathless* does on the Amiga using optimised elegance. Except, *Breathless* does it better.

Elegance is the keyword here. Elegance and design and Amiga friendliness. The detail and size of the playing screen can be optimised to the processor used and the memory available. You'll always be able to find a detail/window size versus running speed compromise without affecting the gameplay.

> **It is a tribute to the power that lies within the heart of an accelerated, AGA Amiga.**

The 2*2 pixel mode resembles the look of Alien Breed 3D and, just like Breed 3D, *Breathless* is great to play in this screen mode. But, if you've got an accelerator installed, the difference between the 2*2 and 1*1 mode resembles the difference between squinting myopia and pin sharp focus.

Making the switch has a profound effect. It's like taking the jump from a cartoon world into temporal, in yer face, reality. And, if you like recreationally tinkering with your perception, you'll be mightily impressed verging on 'Breathless' by the difference the change makes.

Breathless tunes into, tickles, thrills, titillates and teases your brain's inbuilt reality construct; a construct that's been created, shaped and solidified since you first learned to grasp an object in front of you.

When the hand/eye coordination adjustment to *Breathless* is made, you'll find yourself doing ridiculous things, like trying to peer round corners, squinting to see what's up ahead in a poorly lit room, become illogically pensive when faced with a dark corridor. Such is the power of the game to affect you on a subliminal and direct level.

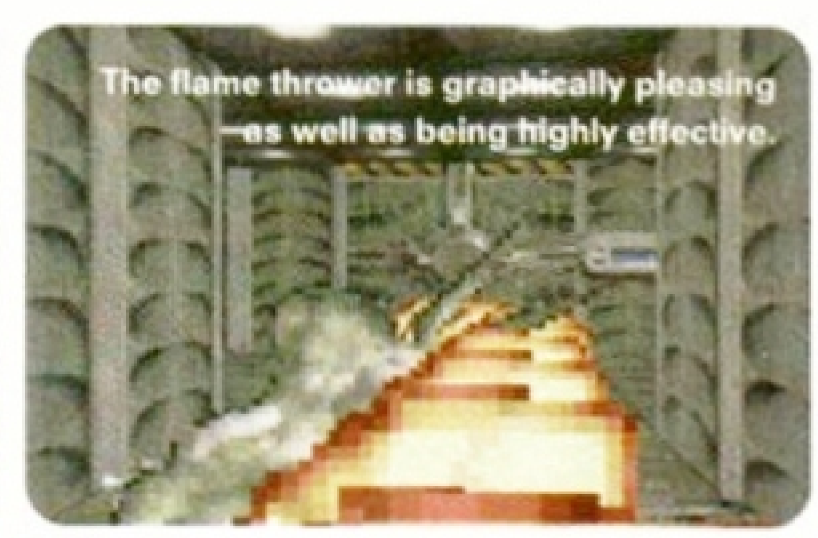
It's also why the game's so compulsive. Despite following a formulaic game plot of finding keys to open doors, wasting nasties who get in your way, and picking up health, energy and shield icons, the environment and creatures change enough to keep you permanently interested and curious to see what's up ahead.

Furthering the sense that you're treading in a parallel world consisting of its own laws of physics reality and danger is the clever use of lighting:

Flickering lights on some levels add to the spooky unsettling effect of seeing a behemoth shambling toward you; gun fire lights up the immediate surroundings; light floods into dark rooms when you open doors. Terrific stuff.

The use of lighting might sound cosmetic, but internally your brain's registering the light levels on a subliminal level and is creating an


Pools of acid , pools of lava and weapon damaged textures add to the atmosphere.


The flame thrower is graphically pleasing as well as being highly effective.

UP, DOWN AND IN MY LADY'S CHAMBER

Aside from the fantastic graphics, the one feature that puts *Breathless* streets ahead of other Amiga Doom clones is the ability to look up and down within the 3D environment. Executed in increments, its use is essential to survival.


All of these pics are taken from the same position...


...to the left we're looking down. Ahead here...


...and this time we're enjoying the night sky.



Health and energy kits are placed in optimum positions. Just as you're close to dying, they appear like visions of holiness from on high.



Keys can be bought from terminals for 5,000 credits. Alternatively, you can run through pools of acid for them.



Come up against something this close and you're going to get hurt.

immersive parallel cognitive gestalt that not only appeals to the player on a mechanical level, but interfaces directly with their emotional responses. Scary, though not as scary as some of the creatures themselves.

The creatures found within the confines of the *Breathless* Arenas are assigned varying artificial intelligence levels. Some will stay within a certain zone. Others attack you on sight. Yet others try to shoot you while dodging your return fire.

At first it makes some of them look a bit stupid; all they seem to do is run left and right. But when you think about what you're doing – dodging left and right to avoid incoming fire – it makes perfect sense for them to do likewise. It makes it harder for them to be hit and killed.

As for their look. They look the biz. Some are guaranteed to give kids nightmares. Especially the shambling simian monstrosity and the Aliens. They frightened me as they drained my shields and health at an alarming rate. It made it all the more gratifying when I put them out of their evil misery.

Even the structure of the game makes sense. There are four worlds consisting of five arenas to each world. You take on an arena at a time.

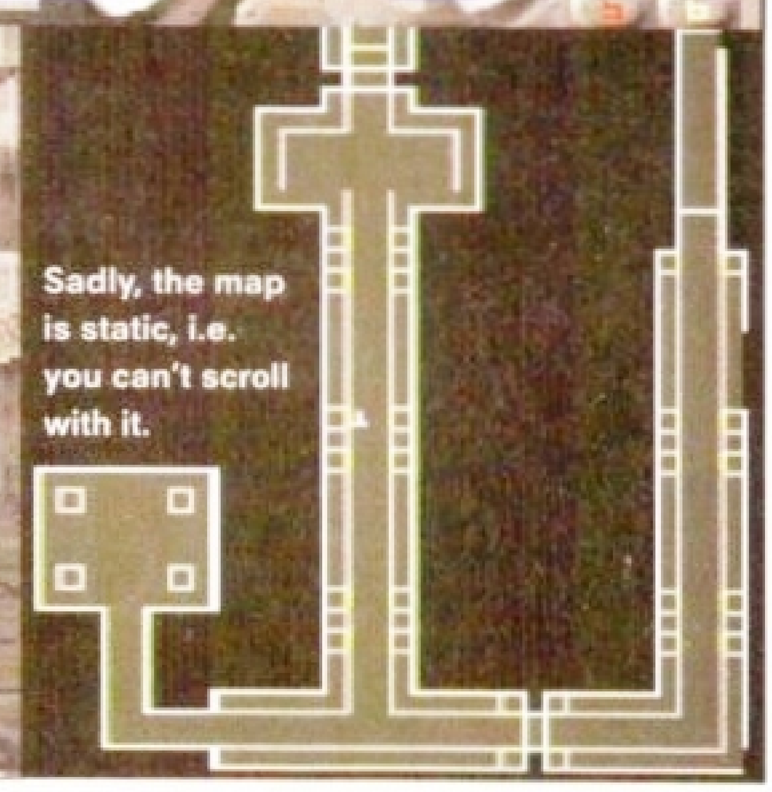
Each arena increases in size and, unlike Breed 3D, there's an auto-mapping display to hand for navigation purposes; if you get lost, the tedium of travelling over old ground kept to a minimum.

The map even highlights the various terminals dotted around the arena. Which, as you might have

Continued overleaf ➡



The animated death sequences are convincing in their horror.



Sadly, the map is static, i.e. you can't scroll with it.

A GALLERY OF ROGUES



Aliens are not only tough to kill, they're also very fast and very aggressive. Hard to run away from.



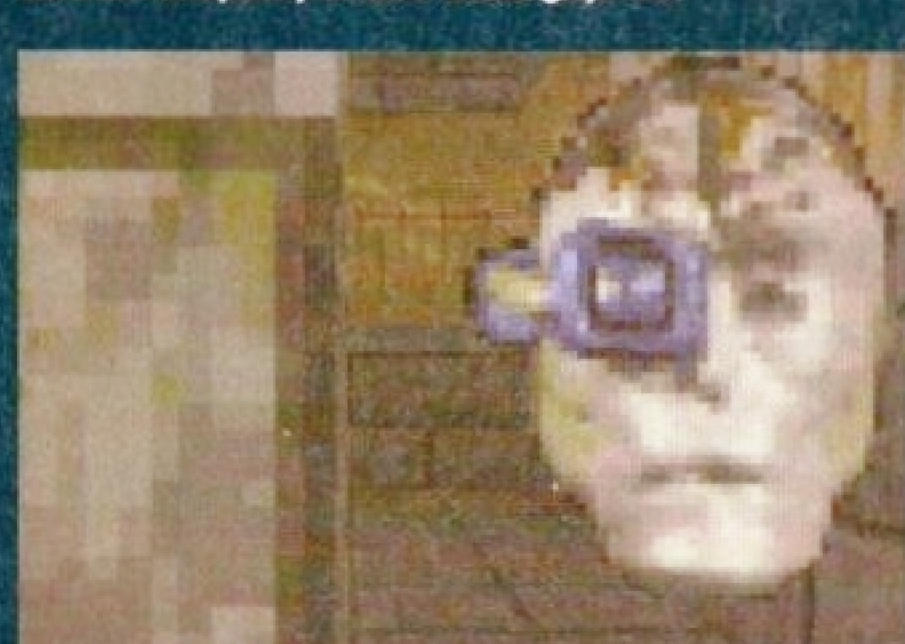
Difficult to spot and harder to kill, you need some serious weaponry to take these guys on.



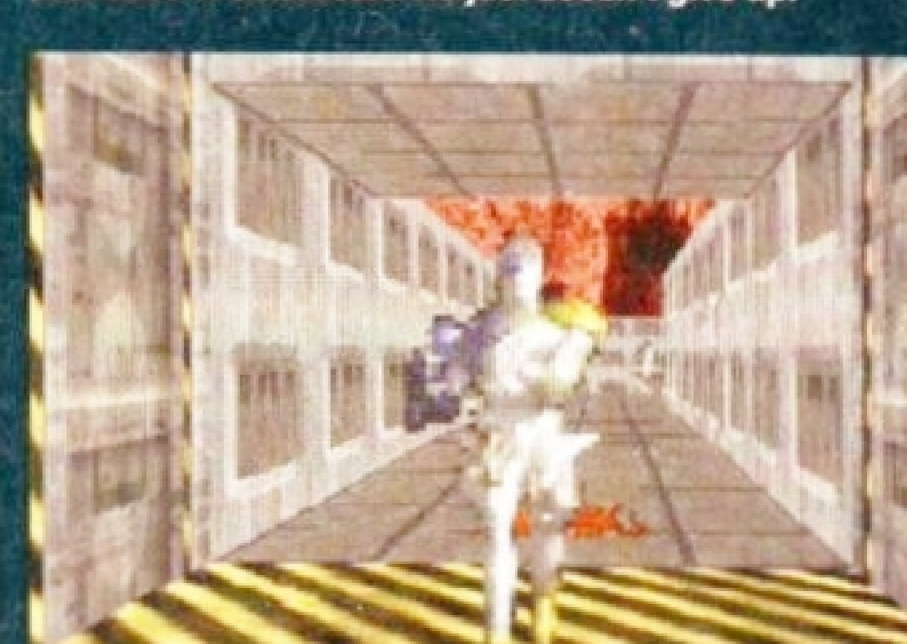
A slow but persistent rambler, this armoured Alien is a real boss of a monster. He just doesn't give up.



You take the high road and I'll take the low road and I'll be in Scotland before you.



When killed, this bodyless head falls into a horrible pile of mush. If only we had smell-o-vision.



If you look closely this chap's head is the same as the head on the left. Efficient use of graphics.

Breathless EXCLUSIVE!



Look at the lighting in this room. When you're playing and everything's moving, it's great.

BREATHLESS

Publisher	**Power Computing**
Price	**£29.95**
Versions	**A1200/A4000**
System requirements	**AGA chipset, 2Mb min**
Release date	**Out now**

Graphics 9 out of 10
Take a look at the screenshots. Exquisitely beautiful. You should see it move.

Sound 9 out of 10
Perfect for the style of game. Even the in-game music enhances the excitement.

Addiction 9 out of 10
Monsters to see. Places to see. Exits to find. I don't want to leave this world.

Playability 9 out of 10
Impeccable difficulty curve. Makes you work hard without ever feeling it's impossible.

Overall verdict
***Breathless* has boldly taken the Amiga where no Amiga has gone before.**

95%

← guessed, is my cue to tell you about the terminals. They're where you spend your hard-earned credits. There are new weapons on sale along with upgrades, keys, energy, health and shields. Judicious use of the terminals can increase the chance of survival. Save your credits and spend them wisely.

Phew. We've almost made it to the exit in one piece. If you haven't sussed by now that *Breathless* has impressed me more than any Amiga game I've ever played, let me spell it out. *Breathless* is the most impressive Amiga game I've ever played on the Amiga. Throw a book of superlatives at it and you'd still run out of praise for the game.

It plays sublimely. It demands discipline and skillful procedure from the player to make headway. It looks fantastic. It's exciting. It's scary. It's fun. It's a work of interactive art. It's brilliant.

At last the Amiga has broken through the 3D Doom engine barrier and proved itself capable of matching and beating machines costing multiples of its price. Things can only improve from here on in.

Its arrival couldn't have been more timely. Imagine you were trapped in a box canyon surrounded by hostile Indians. You'd just fired your last bullet and the Indians were coming to get you.

Just as you were about to throw the gun at the first Indian to appear you heard the bugle of the Seventh cavalry in the distance and the Indians scattered like the wind. *Breathless* is that bugle call.

There have been so many detractors of the Amiga around. So many people willing to pour scorn and derision on the machine and its market that at times it felt as if we were surrounded by hostile Indians.

If enough people buy *Breathless* and make the necessary upgrade to drive it at anything like its peak performance, other developers are going to want a piece of the action and make the Indians go away.

So go on. Do yourself a favour. Do your Amiga a favour. Do us a favour. Do the Amiga market a favour. Buy *Breathless*.

If the Amiga was compared to King Arthur, *Breathless* would be Galahad – the worthiest and most able champion in the land. It can't be recommended enough.

THE BEST VERSUS THE REST

In order to give sceptics a better idea of how good *Breathless* looks in comparison to other first perspective 3D engines, we decided to put the most influential ones on other more expensive platforms.

BREATHLESS



This is *Breathless* running on a 1200 with a Blizzard 030 card installed.



Truly *Breathless* is one in the eye to Doom clones on other platforms.

DOOM



The original Doom running on an eight Megabyte PC. After the eight hours...



...it actually takes to get the game to install, it still doesn't look as good.

MARATHON



To run Marathon with this number of colours and size of screen requires...



...a Power Mac costing in excess of £1,500. Made me feel 'Breathless'.



Fog lighting effects are atmospheric and add to the tension.



Careful use of the terminals makes the difference between death and survival.



There's something worringly satisfying about seeing an enemy lying dead in the corner.

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Standard A4000, '040	19.10
A1200 with 1260, '060 & 4Mb	37.40
A1500 /2000 with 2060, '060 & 4Mb	37.40
A4000 with Cyberstorm, '060 & 4Mb	39.85

Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

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[1]*Available 1st Quarter '96*

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Should I be tempted to buy on '040 instead?

Well, when the Blizzard '060s can be **Two or Three** times as fast yet cost as little as 25% more, why buy an '040 which offers a far lower price to performance ratio! When we considered the possibility of producing an "interim '040", we decided it was not a product worthy of development. The facts are simple, if YOU want the **FASTEST** Amiga, a 68060 is the ONLY way. Maybe you should think about reserving a Blizzard 1260 or 2060 now - stocks are bound to be limited when the mighty 68060 returns! A small wait now, but an '040 will always keep your Amiga waiting longer!

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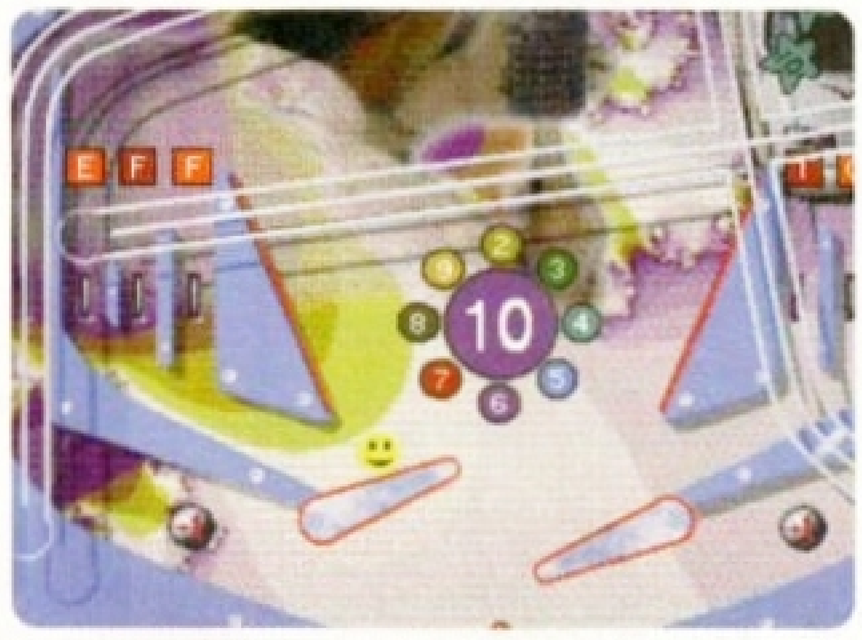
In prehistoric times multiballs used the hi-res mode.

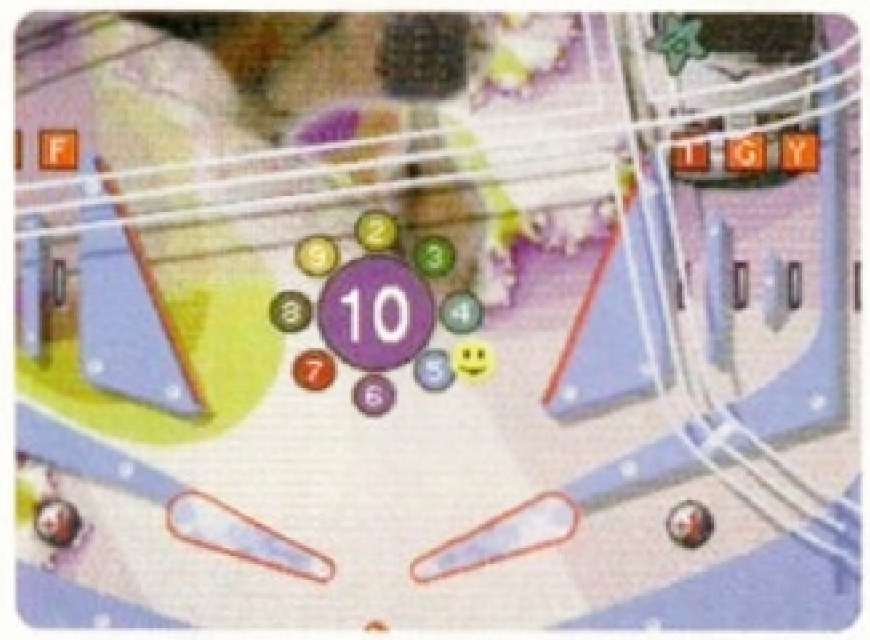


The waterfall is a neat feature. Doesn't do much, but I like it and you sometimes get frogs in there.



The Present table's footie feature is curious. A game of one ball, no halves and a flashy scoreboard.

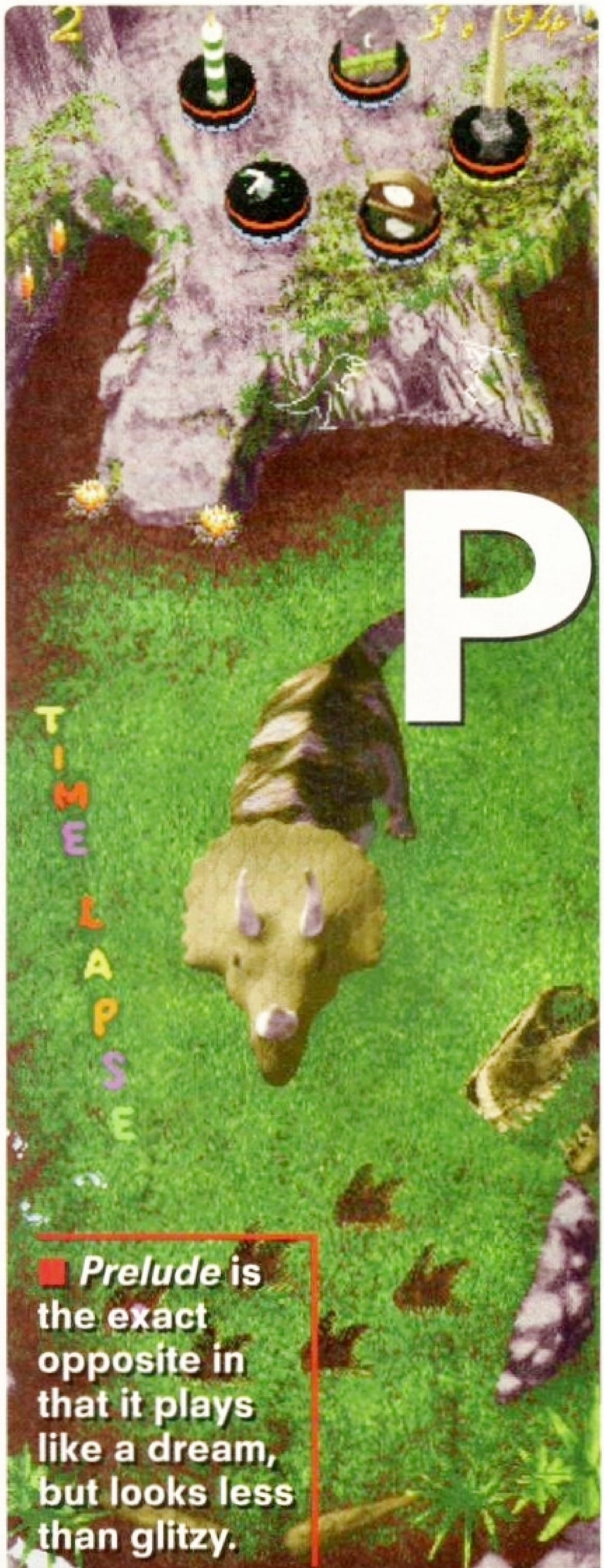




Normally, you'd be worried if your balls turned yellow and started grinning at you, but not in this case...

Pinball

Is this the best pinball game on the Amiga?



Conclusive proof that when they weren't painting their caves at all, prehistoric people played pinball.

***Prelude* is the exact opposite in that it plays like a dream, but looks less than glitzy.**

New team of coders, Effigy, get right back to basics with this addictive pinball escapade. Playability is king at Effigy's towers and looks, as I often remind Nick Veitch, aren't everything.

If, like me, you found the much-hyped Pinball Dreams, Fantasies and Mania good-looking, but ultimately drab, you'll love *Prelude* - it's the exact opposite in that it plays like a dream, but unfortunately looks less than glitzy,

So, you've got three tables – Past, Present and Future – but really you've only got two, because this otherwise top game loses the plot completely with the Future table, which is poorer than a very poor thing. In fact, if this is what the future is really like, I'm staying put. Let's take a look at each of those tables, shall we?

Table One

The Past is ages ago. Not yesterday or the last century, but back in some prehistoric time riddled with dinosaurs and, strangely, rabbits and rats. Allegedly, you can complete this table by transporting things to the correct time zone. I couldn't, although Veitch claims to have had some success while he was idling away a few hours, but I had immense fun trying and, ahem, got two scores on the all-time top five for my troubles.

This is the best of the three tables. It's all very straightforward; there are a few neat, yet simple touches, like the side lane waterfall, but it's difficult. Take, for example, the bonus multiplier which involves slinging the ball into the dinosaur jaws on the right of the table.

The best way to do this is as a backhand off the right flipper. The shot is a tricky little blighter, but once mastered, completing it is almost as satisfying as scoring at the far post with a diving header at Sensi.

Actually, I can only presume this to be the case because, despite devoting a fair part of my adult life to executing such a goal, I have yet to achieve it.

Other neat features include the multiball (achieved by completing a series




Top multiball action on the Present table; it's all a test of nerve, dexterity and, er, luck.



The Present is a good place to be. Perhaps not as pleasing as the Past, but much better than the Future.




Whacking the ball into the jaws on the Past table involves a bit of backhand trickery with the right flipper.

Prelude

Richard Jones thinks it might be...

of hellishly difficult shots past the top-left flipper) splatting the rat when the little fella pokes his head up, and the rubber ball. The whole thing is fast, yet simple, and extremely addictive.

Table Two

The Present is the most complicated of the tables with loads of ramps, shoots and flashy things, including a mini football game, a curious car parking facility and a rather fetching Smiley ball feature.

Like the Past, it's fairly easy keeping the ball in play, but hitting the scoring shots takes some application and involves the full repertoire of backhands, switching the ball across the flippers and, of course, luck.

The shot up the ramp to the big circular thing in the middle that gets you your multiball and the Smiley ball is particularly tricky. Took me ages to get it right and, naturally, I couldn't do it again when the time came to do the grabs. The mini football bit is excellent in a bizarre and pleasingly pointless kind of way.

The Present is a good place to be.

Table Three

The Future is the table that lets the whole show down. **Stop Press:** Due to Effigy operating through mail order, they released it in an unfinished state with the promise of an upgrade as and when it was finished. We'll get Rich to look at it again next month.

The End Bit

Hurrah for Effigy. If it wasn't for the dreadful Future table, *Prelude* would have got a Format Gold.

But let's concentrate on the good things. After a glut of games that tried to emulate pinball tables, we now have one that involves a bit of lateral thinking.

It takes the basic premise of hitting a ball with flippers to create a game that requires skill and reactions and has a fairly steep learning curve.

It doesn't matter whether it's a pinball game, a footie game a beat-'em-up, or a flight sim, but any game that has those qualities is going to be addictive and, let's face it people, it's good to get hooked. So, do it!

PINBALL PRELUDE

Publisher
Effigy Software, 2 Manor Close, Ruslington, Sleaford, Lincolnshire MG34 SHL. Tel: 01536 834020

Price
£19.99. Mail order only.

Versions
A1200

System requirements
AGA only, 2Mb minimum

Release date
Out now

Graphics 7 out of 10
Hardly luxurious, but kinda fetching.

Sound 8 out of 10
Cartoon-like sounds conducive to the action.

Addiction 10 out of 10
Top-quality hook factor, You'll be gagging for more flipper action.

Playability 9 out of 10
Plays like a dream. Simple but alarmingly effective.

Overall verdict
The third table is awful, but Past and Present are two of the best pinball adventures on the Amiga. It's only that third table that prevents *Prelude* from striking Gold. Let's hope the new upgrade has picked up on this.

88%

Hottest 1, 2, 3 & 6 Set

CODE: CD240 **PRICE:** £29.99

More than 2,400Mb of Software from PDSoft's main library.



The Public Domain and shareware software on this disc dates from **Jan 1988** to **Dec 1995**. That's our first 3 cdrom disks (not released before) and our latest release for less than a commercial game would cost.

All the disks have been packed with DMS to retain the original disk format and contents and it comes complete with an easy to use menu system.

The CD's Contain some of the best and most original Amiga Mega Demos, Games etc you will ever see. I have selected a few for you to take a look at and they are as follows:-

A sample of what's on Hottest 1

Acteed! (Sonix House), Stack & The X-Men, Tech Tech (Sodan), Listern to the Future, Force 242 Music, Robbed Beats [RSI], Walker Anim [1Mb], Walker Anim II [1Mb], Psychball [Kefrens], Exodus Jumping Tiger, Nasa Graphics*, Tree Trek Animation, The Dolle Demo, Deadly Jammin II, It Came from Desert, Kylie Minogue, Freddy Krugir Sample, Crusaders Freeek Out!, Operation Thunderbolt, Sound Tracker Jukes, The Jugler Animation, Crusaders Experiment, Dragons Lair II Anims, Nenitos Extravaganza, Frantic Freddy, Mental Hangover, Exc Singes Castle, Puggs in Space Anim, Yvyyan Tumb Mega, Badge Killer Contest, Tfa Wheres The Base, Crocketts Theme, Vocal Attack, Cronics 'Neverwhere', Evil Dead II, Clothes Peg Anims, Space Shuttl Anims, Huey Animation, Total Retrial, Total Respray, Total Rebate, Viz Slideshow, The C64 Picture Show, Club Mix (Beatmaster), House Samples I, House Samples II, House Samples III, The Batdance Remix, All New Star Trek, D-Mob Music 4, Basketball Animation, Chip Music Festival, The Knight Anim, Fashionating, Software of Sweden, Silent Mega Demo II, Newtek Demo Real, Probe Animation, Luxo Teenager Anim, CBM 64 Music, Salamander Collect, Quiet Riot Helloween, Frog Animation, Sword of Sodan, Middle East Mania, Plasma Force Acid, Fiendish Freddys, Horror Show Anims, Batdance Sounds, Joe of Scoopex Pics, Forgotten Realms, CBM A500 Official, Cool Cougar Anims, Newtek Demo Real III, Dual Crew, X-Copy (Silents), Fraxxion Horror, Vocal Attack II, Get It up, Run Anim Sculpt 3d, Divine Visions Pics, Zeus Animation, Miami Vice Theme, 100 Original C64, Patrol Boat Anims, Rebels Candyland, PMC Fractal Anims, Bee Animation, Aliens Mega Sample, Christmas Music, Total Restyle, Total Recount, Heytris, Station at Khern, Club Mix II, House Samples II, 808 State Remixes, Banging Raves (1st), 1990 Best Demos!, Thanet Soundtracker, Asteroids Animation.

A sample of what's on Hottest 2

Budbrain II, Medley Relation, Fantasy Space II, Lost In Space [2MB], Agatron Animations, Walker Demo [2MB], Total Recall, Blues Brothers, Spherical Dreams, 900 Mix [Oxygen], Voices of Energy, Ultimate Star Trek, Star Trekkin, Walker Demo II, Mars Animation, Best of Raf Vol.1, Red Dwarf Slides, Star Trek American, Play With Madness, Zoom [Pixelium], Crusaders Sheet, Spaced Out Vol. II, Anti Lemmins Anims, Llamatron Jeff Minter, 1500 Upgrade Anim, Coyote II: Road Test, Shuttle Cock Anim, KLF Sam External, Tech by Shining 8, Music Dream 2, Crystal Symphonies, Encycz Music Vol.1, Thing By The Rebels, Ray of Hope II, Guardian Dragon, Sleepin Bag [Horizon], A mazing Tunes II, U.S.A. VS IRAQ, Juggler II Anim 2Mb, At The Movies [2MB], The Wall [Kefrens], Nightmare Slideshow, Star Trek [T.N.G], Musical Massacre, Unlimited Bobs, Sweet [Crusaders], Mechfight, Coyote Strikes Back, Hot Wired Crusaders, 2nd [Scoopex], Vocal Attack III, Silents Blues House, Spaced Out Vol.1, Enigma Phenomena, Love Technology, 3 Player Tetris, Newtek Digiview, Dating Game Anim, Ice By Silents, Squamble, Super Twintris, Terminal Anims, The Equalizer, Jumping Jackson, Melted Experience, Truckin on, Air Warrior, Devils 'No Reality', Subliminal Vision.

A sample of what's on Hottest 3

Agility Anim, Marble Slide, Jeopardy (Risk!), Sea Lance Game, Xenomorph, Star Deck Music, Xenon III, Automated Light Anim, Landing Sequence, 1000 Wasted Dreams, Death by Stereo, Fractale Mountains, Nakkisormis, The Chips are Up, Battle of Britain [WB], Grapevine 17 [LSD], Unknown Territory, The Beast Simulator, Strategic Games, Star Trek: Tng Trivia, Cult T.V Episodes VI, Odyssey by Alcatraz, Hardwired [Cronics], Backgammon, Subatlack v1.0, Creep Show II, Tea Pot Anim, Mega Demo III [Exit], Amy at The Movies II, Mutant Camels, Boings Anim, Watermines, Skin Egg Anim, Camouflage Anim, Skunks & Hunks, Amos Coindrop, Batman & Vixi Anims, Amywalks & Amyjogs, Galacta'92, Descender, Catacomb Adventure, Legend of Lothian, Star Trek E.Gustafson, Gathering 92 Tunes, Golden Oldies 2, Golden Oldies 3, Get Frogged [Decay], Clash of the Empires, Unleashed Fury!, Its time to Play, Turbo Thrust, Speed Limit, Star Trek Themes, Balders Grove, Sickness Simulator, Jetman v1.1, Vietnam Conflict, Ibb Manged!, Sonic Boom - Jester, Star Trek Demo, Wizard Domain, Learn to Spice, Knight Moves, Buzzed, Astronomy Slides, Gulf War Conflict, Amos Multi Paint, Ethos Game [WB], Dungeon of Nadroj, Play Sid v2.0 Songs, Trackmo [Redmex], Napolenic War Sim 5, Mind Games, Sword of the Warlock, Royal Boulderdash, Seeing is Believing, Black Jack Lab, Card Sharp, Diplomacy II, Phenomena Dimensi, My Tin Toy Anim, 64 Tunes Again, Amy vs Walker 2, Manic Raves II, Rodent Anim, A Day at the Beach, Total War, Potato Head Circus, Golden Oldies, Amy History, How to Run by ES, Unsporting Anim, Amos Fruit Machine, Intruder [Berserk], Clash of Empires, Star Trek J.Bar, Sounds of Silence, Spring Melodies, Dr Mario, Time Zone [Trsi], Xpose [TSL], Art of War, Reflex [Liquid], Mega Ball 2 + Editor, Lemmins Revenge, Jesus on Es, Bomb Jacky, Lethal Exit [Digital].

Hottest 6

CODE: CD200 **PRICE:** £14.99

More than 400Mb of brand new programs and over 750 new floppy disks.



The latest Public Domain and shareware software from March 1995 to December 1995.

What's New on Hottest 6

This is the latest in our series NOW Famous CDROM Series which now comes complete with an easy to use menu system. The Menu is very easy to use point and click operation with a GUI Graphical interface to Perform the Unarchiving of the cdrom for you (DMS or LHA supported).

*** MENU SYSTEM** - Our new custom written menu system will do the work for you

README - Displays the README.TXT file in the text box use the scroller bar on the right side of the text to move the text up and down.

HELP ME - This bottom will display our helpful advice Document.

DMS - You can click on the DMS button to unpack the selected program to a floppy disk (the disk would be as if you ordered it directly from us).

LHA - You can click on the LHA button to unpack to where you want (uses our excellent GUI Interface).

SHOW - Click on the SHOW IMAGE button when the option is given to display GIF, IFF etc picture files. (See Images in Space section. POV RAY and Fractal sections).

PRINT/SAVE TEXT - This Button will print the current text box to your printer or save it to a asc-ii text file.

This gives you the option to install any of the disks at a press of the mouse button. Its the easiest menu system to date and the most up-to-date CDROM you can buy!.

300 New Utility disks

Sounds, Pictures, Fonts, Graphics, Utilities, Virus, Emulator's, Games, Printing, Business, Prediction, MED, Amos, Workbench, Modem, 3D, Decompress, Instruments, Clip Art, DPaint, Music, Word Pro, Killers, Hobbies, Printers, Clocks, Animation, Hard Drive, Octamed, Cheats, Objects, Virus Killers, Art Related, Modules, Educational, Business, Hard Drive, Comms, Video, Programming, Databases, Sound, Home, CDROM, Design Work, Demo Makers, Degragers, Programming, Cad Software

300 New Library disks

Games, Mega Demo, Demos, Rave Demo, Slide Shows, Music Disks, Collections, Sampled, Pictures, Disk Magazines, Animations, Sounds etc.

100 New fred Fish Disks

The follow on to the most popular floppy disk library from fred Fish disks 1001 to 1100

Fractal Software

Contains hundred and hundreds of original fractal images (IFF format) in a truly spectacular collection. Headings like The Star Gate, Mandelbrot Spirals, Blue Cauliflower and many more!. Also contains the most up-to-date fractal and mandelbrot generators, creators for the Amiga.

Images from Space

Contains a section of background and pictures pictures from:-

Space, Probes, Asteroids, Shuttles, Deep Space, Space Exploration, Planets, Solar Systems

All the latest viewers are also provided for easy use.

Amiga Fonts

*** 100 Bitmap Fonts in mono** ideal for use with your workbench and dpaint programs.

*** 100 Bitmap Fonts in colour** (4,8 & 16 colours ideal for desktop video work and colour DTP.

*** 100 Adobe type 1 Fonts** ideal for use with Page stream users.

*** 100 Compugraphic Fonts** for use with Workbench 2.0 and 3.0 machines. Complete scalable fonts, ie resizable.

*** Electronic Texts (Ready-to-read)**

Alice in Wonderland, Tarzan, The Wizard of Oz, Nights, The Heart of Darkness, The King James Bible, Edgar Rice Burroughs, Mary Wollstonecraft, Wharton, Jane Austin, Thomas Hardy, Hendry James and many more!, Moby Dick, Huckleberry Finn, The Arabian, The Jungle Book, The Book of Mormon, Robert Louis Stevens, George Elliot, Edith, Mark Twain, Upton Sinclair, Thomas Paine

POV RAY

This cdrom also contains the latest pov-ray raytracer version 2.2 with a wide selection of helpful text, example texts and pictures.

BUSINESS SELECTION

Contains all the best software to help any small business or anybody that wants to print

A letter, an invoice, a business card, a Letter head, Also has software like Spreadsheets, Cataloguing systems, Typing Tutors, Databases, Desktop Publishing, Financial Planning, Home finance, Inventory, Label printing, Mailing, Word processing etc.

This entire collection costs less than just one commercial game, spread sheet, word processor or brain storming program.

Many of those programs just aren't in normal stores or PD Libraries When you're not working with your computer the Leisure, Home, and Hobby programs you will keep everybody entertained for months. Your most valuable resources are time and money - you save both with the CD.

Please add .75p for each title ordered towards postage and packing.

PDSoft CD ROM Software

PDSoft
1 Bryant Avenue, Southend-on-Sea
Essex, SS1 2YD, UK.
Tel (01702) 466933 Fax 617123
BBS (01281) 2510077/8/9

Amiga Utilities 2

CODE: CD201 **PRICE:** £19.99

An entire Library of utilities in all catagories for the Amiga.



Its our complete classic Amiga Various disk collection. This is the 2nd volume to be release on CDROM. (Previously on 1,500 floppy disks only in DMS format only).

You'll be sorted with Amiga Utilities 2?

You'll get software from all aspects of the Amiga, Technical section, Artwork in Black & White and Colour, all 2,000 of our **Now Famous** Various floppy disk library.

Utilities on the disc

Anti Virus, Workbench 2.0, Clocks, Calendars, Copy and Delete, Dir View, File Finders, File Changer's, Comparisons, Disk copies, Keyboarding, Mouse Utils, Enhancements, Editors, Menu systems, Security, Workbench 3.0, Astrology, Magazines, Communications, Business, Emulator's, Books, Printing, Archivers, Cataloguing Utilities, Desktop calculators, Telephone utils, Directory utils, Disk utils, File Viewers, Help, File Copies, Hard Drive utils, Educational, System, Emulator's, 4Dos Utils, C.A.D Systems, Video Utils, Magic Workbench, Game Cheats, Stereograms, Desktop Publishing, Gambling, Genealogy, Video, and a hole lot more!.

New Double disc version

*** New Menu system**
An excellent menu system which can view and unpack all the lha files from the CDROM to your hard drive.

*** New 'Search' Functions**
To search for all the Workbench titles just click on the search button and type in your keyword and all the disks will be displayed.

*** New Workbench enviroment**
Excellent ready-to-run Amiga Workbench has been provided on the disc for easy use.

*** Over 550 New Disks**
550 new disks since Utilities 1-1500 was released.

*** Restyled, Remastered**
New help and information files, restyled artwork! Updated information. Catalogue of New CDROM's and contains the latest software right upto late December 1995.

*** Greatest & latest Utilities from October '91 to December '95: Utilities, and loads more (see above).

Enhance your Amiga with powerful applications carefully sorted through-out our many years.

Our Menu system will help install any of the utilities to any device/drive on your system. Will unlha/view any file.

Supports All Amiga computers 1.2 to 4.0
Minimum Req Amiga A500, CDROM Drive and 1Mb of memory. Recommended 2Mb A1200 for all utilities to work.

F1-Licenceware

CODE: CD233 **PRICE:** £29.99

Sick of the run-of-the-mill old releases containing collections from pre-1995



The **F1-Licenceware** CD contains the complete collection of F1 titles from 1 to 100.

Over 100 titles or more than 200 disks!. This CD is worth well over £500, if the disks were bought separately.

There's something for everyone on this CD - games, utilities, tools, professional clipart, music, beginners guides, educational programs and much more.

Some superb material is contained within this CDROM:-

*** Blackboard v3.0** (image manipulation)
*** Ultimate Quiz 2** (general quiz), Word
*** Plus Pro** (originally valued at £15!)
*** Fortress** (strategy God game)
*** Relics of Deldroneye** (voted best PD game ever by Amiga Format)
*** ERIC** (voted second best PD game ever)
*** Powerbase** (database program)
*** GRAC** (superb Monkey Island' style adv game creator with 1000's of copies sold on floppy)
*** Introduction to Workbench** (Best Seller!)
*** Absolute Beginners Guide to AMOS**
*** Junior Art'st** (kids paint package)
*** Tots Time** (one of many kids programs).

Commercial Software

Use some of the professional music within your games, with no extra charges.

What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements.

Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs Ready-to-run.

Remember that the programs are commercial, with copyright owned by F1.

All programmers receive a royalty for every CD sold.

ZOOM release 2

CODE: CD234 **PRICE:** £18.99

The latest PD and the Latest CDROM from Active software Comes release 2!



December 1995 - Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - Just point, read about the disc and click to extract (Extract to floppies or RAD:). Superb and very easy to use. The contents have also been updated so you get all the latest PD Until early December 1995 and loads more not listed.

Comes with an on-line help routine, multi-tasking search routine and hotkeys function.

If you want the latest or greatest PD Software then this CD. The CD contains well over 1,100 disks, over 640Mb's of data or 1.3 GIG's of Public domain.

New - Updated version

New Search Routine
The Multi-tasking search/find will seek file names or numbers.

New 'Hot Keys' Function
Just Press 'S' for search or 'E' for extract, press the 'HELP' key to read the help text.

New Separate List Buttons
Click a button for 'Utilities' or 'Demos' etc. etc

Over 200 New Disks
200 new disk scene Zoom release number 1 on 1st of June 1995

Restyled, Remastered
New help and information guide, restyled artwork! Which is just Superb!.

*** Greatest & latest PD from October '94 to December '95: Utilities, Games, demos, Slide shows, Educational, Disk magazines, & more!.

NEW! - A selection of Active software Pro Packs
NEW! - All professional sound samples
NEW! - Over 22Mb of ready-to-view/use magic Workbench icons etc.
NEW! - All Klondike/Card Games Deluxe sets

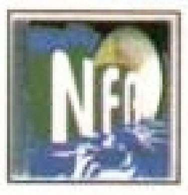
*** Available to existing ZOOM Owners for £6.99 - call***



The AGA Experience

CODE: CD210 **PRICE:** £14.99

The Best Selection of AGA Software anywhere The AGA Experience



NFA - Famous for their 'Word' diskmag, and Bodyshop slideshows amongst others, are very proud to present their first Amiga CD-ROM disc - The AGA Experience. This is the first CD dedicated to A1200/A4000 owners, and features the very best AGA-only software released over the past 3 years. Some of the main features are as follows:

EXCLUSIVE NFA - These quality titles were created by leading Amiga group NFA specifically for this CD. These include AGA Slideshows, Klondike cardsets and others. The CD features every AGA NFA release to date, including the brilliant 'Word' diskmag, 'Out of Space' Alien multimedia disk mags. The entire collection of the popular 'Bodyshop' series of slideshows, including Bodyshop release! These titles are official NFA releases.

READY-TO-RUN - Most of the contents run straight from the CD. There is no need to spend ages extracting disks. Well over 300meg of ready-to-run hot utilities, disk mags, text files, demos, games and much more. Only those titles which need to be compressed have been, these include Demos and slideshows which have to be stored in DMS format. Extracting these is as simple as double-clicking an icon in Workbench.

MAGIC WORKBENCH - Colour scheme and icons. We have spent many months making this CD the very smartest looking CD available today. Almost every program has a suitable MagicWB icon. We have even created custom Hay-Traced icons for the CD, any Amiga owner is guaranteed to be impressed!

80 NEW CARD-SETS - There is also a ready-to-run version of the brilliant Klondike card game, with 10 built-in cardsets. These include many quality cardsets we have created ourselves, and these are only available on this CD. Featuring ***EXCLUSIVE*** 'Bodyshop' cardsets!

LICENSED - Amiga Report Disk mags. The entire 1995 collection so far, ready-to-view. A great resource for any Amiga owner.
VERY BEST - Emulator's, Run PC, Apple Mac, Spectrum and C64 software.

LOADS - of MagicWB icons, backdrops etc. All you need to add a professional appearance to your Workbench.

HUNDREDS - of programs never before seen on CD. Mostly downloaded from BBS's around the World, and straight from the Internet.

ALL AGA - Amiga Doom clones. If you thought Doom was impossible on the Amiga, take a look at this CD for a real surprise!.

BRILLIANT - Amiga-created images. We have created loads of very impressive AGA pictures for this CD. These pictures are on no other CD, and show what the Amiga is really capable of!

LATEST AGA - Mega-demos. If you like being impressed by your Amiga, you'll find a great selection of demos on offer. There are many which are so new, that you won't have even heard of before - let alone seen!.

HIGH-QUALITY - Artwork and packaging. You'll be more than impressed with the quality of the Amiga-created artwork and packaging!



C64 SENSATIONS

CODE: CD181 **PRICE:** £17.99

Remember the good Days



Contains all the Software that we have collected during our great times on the C64. Dating from 1984 up to the present day.

Surprising as it may seem to a lot of people there is still a lively C64 scene today. Although very different from a few years ago there are still a lot of people still heavily into the 64. And the rest of you, like us, have a lot of great memories.

That is one of the reasons why we compiled this CD. So anytime we want to reminisce the old days you can just pull out the CD, plug it in & Everything is brought back.

We guarantee you! that you will not have seen many of these amazing Mega demos as a high amount have not been releases before.

Our C64 experts have spent months of fruitful work preparing this disc, converting files from 5 1/4 inch floppy disks. Searching through the internet sites, talking to programmers etc.

Amiga - Contains Amiga tools to be used for copying & converting the .D64 images back to your 1541 or into your Amiga. Also included is the FULL version of A64 Emulator Package.

Demos - This directory contains our entire C64 Demos collection. They date back from around 1986 until April of 1995. There are literally thousands of demos and magazines. Oh the fun I had looking over my old demos and reading charts in 5 year old magazines. The collection is as complete as it could be for someone mail trading for years.

MS-Dos - Contains various IBM tools to be used with the image files. The IBM Tools section is considerably larger than the Amiga Dir. In here you can find a tool to do virtually everything you have ever dreamed of to a .D64 file. Also included are the latest Shareware and Upgrade copies of C64S and PC64, the two most common PC C64 Emulator's.

Sid Tunes - In here you will find hundreds of Sid Player tunes. All the tunes are in Amiga Playsid format BUT have all been renamed with PC SidPlayer file extensions so they are runable on a PC as well. They are also runable through PlaySid. The latest versions of which is also on the disc are provided in the relevant Tools directories.

SPECCY SENSATIONS 2

CODE: CD180 **PRICE:** £19.99

UPDATED VERSION



Contains all the contents of Speccy Sensations and about 300Mb more (Over 5,000 Games including on the CDROM).

Its truly a multiplatform CDROM with Emulator's for various computer types such as The Amiga, Atari ST, Mac and PC. Contains some exclusive products which ONLY appear on this CD and have never been released before.

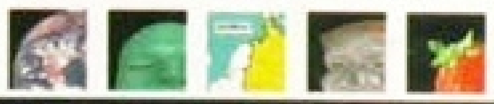
You get loads of Spectrum Techinal FAQs, Games lists. The modified spectrum ROM. Modified interface 1 ROM, other Modified ROMs. Wallpaper pictures for windows (.BMP) and Amiga Workbench (.IFF). Various pictures in .JPG & .GIF formats of :Tape inlays, Spectrum computers, Game level maps.

Have hours of fun with the best loved computer from yester-years. be prepared to spend weeks looking through all the games, utilities, information, maps, and pictures of this classic computer. The perfect choice for anyone interested in the spectrum computer and if you want to convert your own games from tape then this disc will tell you how.

With the Speccy 2 disc you'll get:-
*** Documents** - Instructions, Manuals, Misc. Q&A Q's, Spectrum FAQ's, Techinal details.
*** Games A to Z** - Over 5,000 of them.
*** Wall Paper** for windows and Amiga Workbench 1.2 to 4.1.

Programs provided for use with:
IBM PC Computers, Amiga, Archimedes, Atari computers, Generic, Mac's, Spec, and others.

ROMS:
* Contains all the Spectrum ROM needed for all the emulator's to work direct from the CDROM or your hard drives.



THE COLOUR LIBRARY

CODE: CD182 **PRICE:** £9.99

The image you need right now over 1,700 photos!

Contains only latest Graphical public domain from all over the world, also contain clip art and stunning coloured images, perfectly scanned pictures.

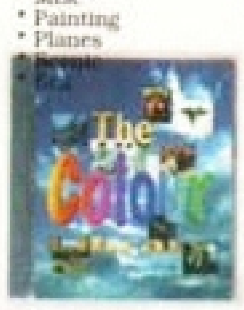
The **superior images** are divided up into various categories to aid selection.

The files may be **"importable"** into most of the popular desktop publishers, art packages, viewers & word processors directly from the CD.

We have included several useful utilities to enhance the performance of this disc. First is **'Fify GIF'**. This allows you to view any of the images on this disc, prior to use. Second is **'Photovision'** which is a full featured image manipulation and viewing tool from Software Vision Corporation. Another program which is also a firm favourite is Envision Publisher which is a top quality desktop publisher. There are of course loads more of the most popular shareware titles on this disc and all come with full instructions for there use.

What Categories do you get:

Animals, Birds, Buildings, Cartoons, Computers, Dogs, Fish, Flowers, Helicopters, Insects, Medical, Military, Modart, Places, Raytrace, Sci-Fi, Ships, Smartart, Space, Sports, Star Trek, Swimsuits, Things, Trains, War, Bikes, Boats, Cars, Cats, Dinosaur's, Fantasy, Flags, Food, Houses, Maps, Men, Misc, Painting, Planes



Also contains our menu system for easy use.

SCI-FI SENSATIONS

CODE: CD207 **PRICE:** £18.99



Is an exciting new **Double disc CDROM** containing over 1000Mb of Science fiction related software.

The Sci-Fi CDROM contains Images, Music, Animations, 3D objects (Imagine & Lightwave), Sound FX, Documents, Tunes, Information and Games.

Catagies include:
Babylon 5, Thunder Birds, Star Trek, Next Generation, Deep Space 9, Voyager, Dr Who, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, Tron, Total Recall etc.

All ready to run direct from the CD
There are other interesting software catagies like Images, Games, Clipart, SCI-FI Fonts, Information, WallPaper, Stories, Music, Samples, 3D Objects, Game Graphics, Tools, and Animations in FLI, FLC, ANIM, Movies, AVI, Mov and MPEG formats.

Pro Clipart Volume 2

CODE: CD053 **PRICE:** £17.99

Come with a 250 Page Book



Is crammed full of clipart. Every one from Juniors to adults will simply love all the pictures.

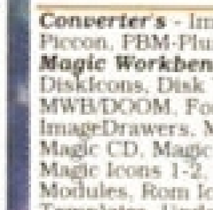
All pics come in dual formats **IFF** and **PCX** to cover both PC & Amiga. Headings like Teddy Bears, Birds, People, Weddings, House's, Travel, Humours, Family, School, Holidays, Vegetables, Japanese Folklore, SmartArt, US Navy, Cooper cartoons, hand painted scenes, Feast of Food, Cats & Dogs, Flowers, Monthly Banners, Animals, Fantasies, Aquarium of Fish, Famous Faces, Maps, Men, Christmas, Medical, Surgical, Soldiers & Weapons, Dinosaur's, Borders, Monsters, Cars, etc.

Then as most CDROM's we have excluded subject headed directories such as Animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. The disc contains drawings of bears, cats, dinosaur's, dogs, insects, horses, Cultural images from Egypt, Japan, Native Americans, Polynesia, Persia are also included on the disc. Floral & natural, blossoms, planets, sky, the sun, trees, weather.

THE SOUND LIBRARY

CODE: CD101 **PRICE:** £19.99

Over 1,000Mb of the best quality Sound Files.



Its a **Double Disc Set** with the most comprehensive collection of sound related software to date.

What you do get:-
*** MIDI** - files various formats.
*** Over 6,500 Music** Modules.
*** Over 1,000 Music** VOC Files.
*** Over 1,000 Music** WAV Files.
*** Over 1,000 Music** Samples.
*** Ready to Run** - 100's of Music related software packages, Editors, Mixing, Converter's, Sequencer's, Drivers, Players, Trackers, etc.
Amiga - Get the latest shareware & PD versions Sound Tracker, Pro Tracker, MED, Noise Tracker, EdPlayer, Rippers, Samplers, Sound Effects Pro Wizard converter's & more.
*** PC** - Latest Whoop-it for windows, Dram Blaster, Tetra sequencer, Blaster Master, Windows sound utilities, Trak Blaster, Accu Music system, Multi Media Jukebox, Cinema, MOD4Win, Music Sculptor, Surfs UP, PC Drummer, and much, more.

AMIGA

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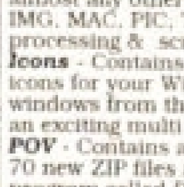
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Zeewolf 2

Zeewolf 2, as you might already have guessed, is the sequel to the first Zeewolf. Is it moving forwards or backwards? asks Steve McGill.

Zeewolf was a mission-based, arcade wargame that not only improved on, but bettered David Braben's seminal classic, Virus. *Zeewolf* put you in charge of a deadly blue attack chopper and offered a choice of three weapon systems with which to hand out justice to its enemies. We loved it at *Amiga Format* and awarded it a Format Gold in issue 66.

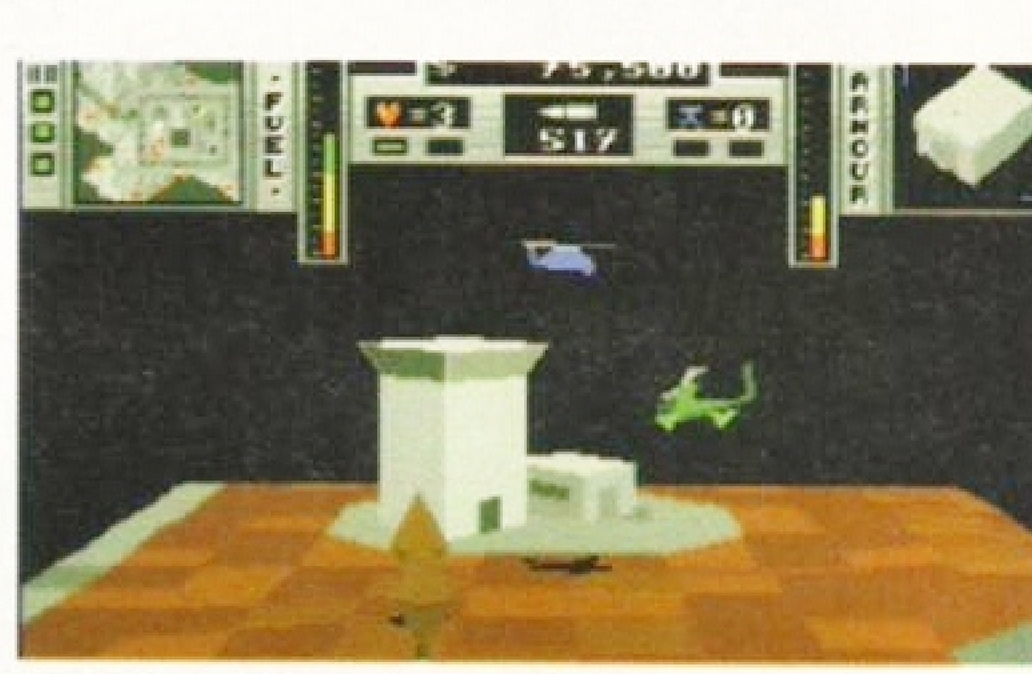
Zeewolf 2, though, is a sequel. To paraphrase a fellow journo in the games world, "if you ain't going forwards, you're going backwards".

So the big question that has to be asked is whether or not *Zeewolf 2: Wild Justice* is going forwards. The answer is a simple and resounding yes and no; both at the same time and with equal conviction.

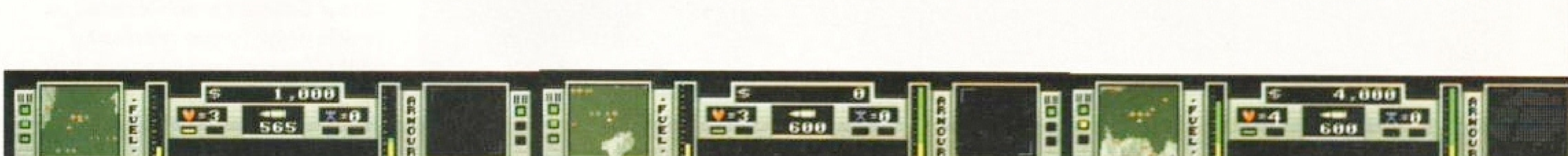
The biggest improvements lie in the optimisation of the code. The 3D patchwork terrain moves faster and looks better; there are four world types as well – grasslands, desert, arctic, and toxic wasteland.

These worlds are further populated with all manners of buildings, machinery and military paraphernalia.

Combined with the new look of the different worlds, they succeed in fleshing out



Enemy helicopters make more of an appearance in the sequel. Exciting aerial duels are the test of a true pilot.



Rather than stick with Destroyers and Frigates, Binary Asylum have opted to put in more boats and ships. From left to right they are: enemy Destroyer, an enemy Tanker, and a double-gunned son of a bitch, difficult to kill, Destroyer-based Frigate.

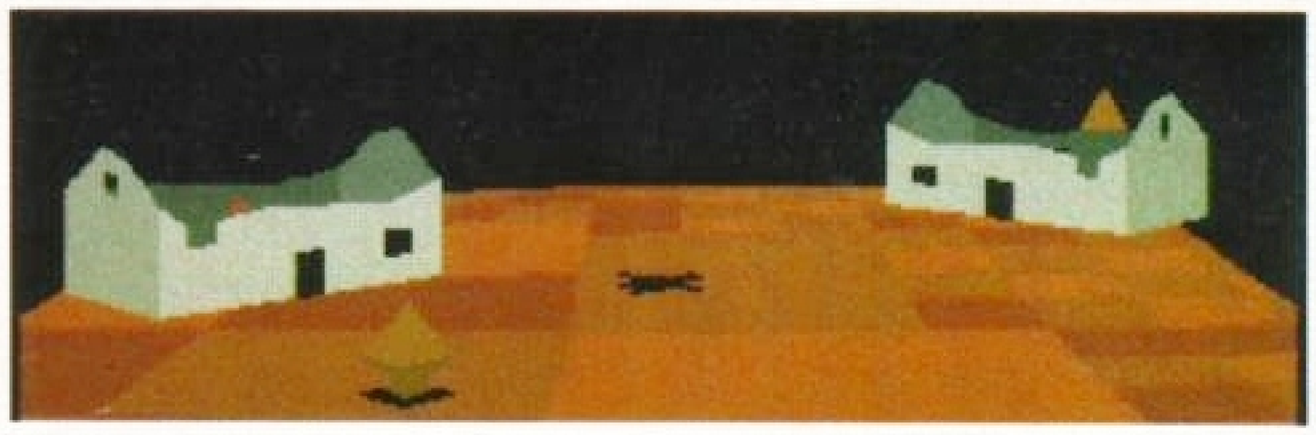








There are numerous different buildings and structures scattered throughout the Zeewolf world. They help maintain the belief that the world is self contained and in need of justice.



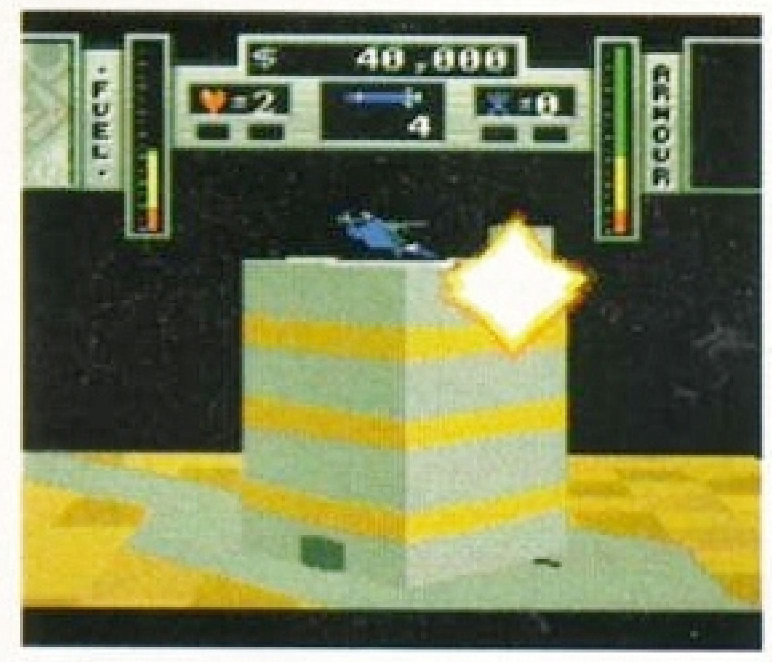
Most of the buildings in *Zeewolf* can be destroyed and left in ruins. It helps if people get in touch with their vandalistic feelings and express themselves.



In the Parkhead area of Glasgow, Celtic supporters have been known to decorate their multi-storeys in this manner. Good job the Zeewolf is blue.



Pick up the Buffalo. Fly it to where you want to go. Then seek out the remote link Camel.



To complete this mission, you have to land commandos on the roof. Tricky and unsafe.

what was basically a bare bones collection of assorted objects. Consequently, the new additions add to the atmosphere and help the gamer suspend their disbelief more readily.

Vastly improving on the original and drawing heavily on the influence of Jungle Strike is the inclusion of different vehicle types which the *Zeewolf* pilot can access by linking up with a remote link Camel (all of *Zeewolf's* vehicles are named after various animals). We've highlighted the various vehicles in the box below.

In that other great chopper game, Jungle Strike, the player was forced to use the ground and water vehicles in certain instances, due to the introduction of some crude mechanisms preventing them from completing missions in an alternative manner; for example, the hovercraft had to be used because the attack chopper couldn't fly past a bridge but the hovercraft could sail underneath it.

Zeewolf 2, thanks to its open-ended architecture offering complete freedom of movement, isn't quite so draconian. At least not at first. On mission 11, when the player is first introduced to the remote link boat, the mission can easily be completed without even thinking about the boat.

Come mission 19, though, the player is almost forced to use the boat through a lack of refuelling Camels. You're left with virtually no other option but use the remote link boat. It would have been nicer to see the player having to resort to the use of the remote link vehicles through dastardly mission design.

After all, SAM and AAA sites track ground vehicles but don't actually shoot at them. Protecting a mission objective with heavy batteries of anti-aircraft missiles backed up with three or four Cobras (a mobile radar vehicle which homes missiles in on the Zeewolf) would ensure that all but the most kamikaze of pilots would resort to the remote link ground vehicles on offer.

Still, the new vehicles are a pleasure to use and spice up the flavour of *Zeewolf 2* no end. The boat is a favourite of everyone in the office.

You can fire torpedoes, homing missiles and a straight cannon. It's the same with the other remote vehicles, each one has its own particular 'big' weapon. Top stuff.

I LIKE DRIVING IN MY...

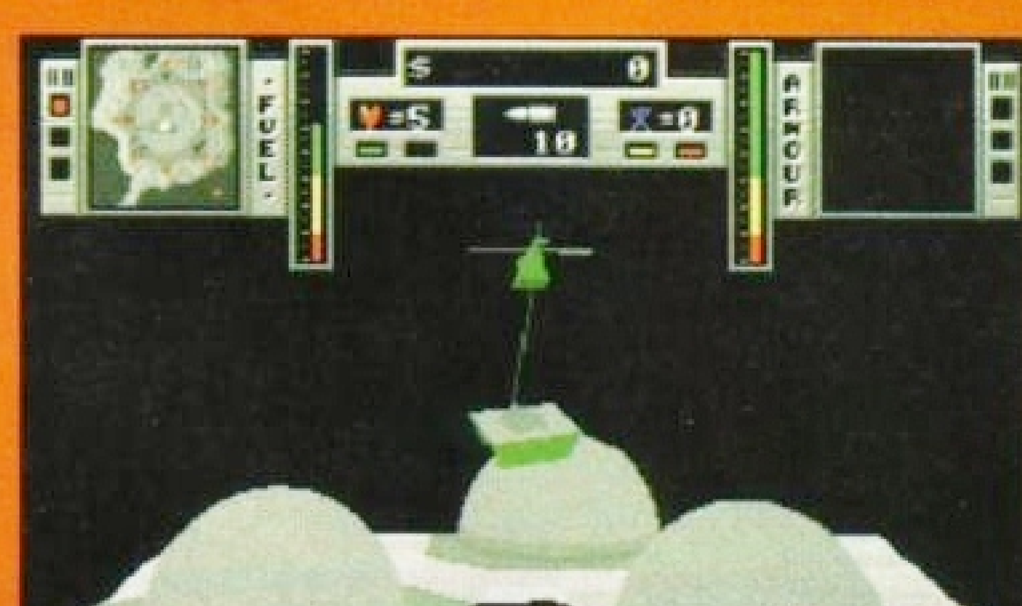


To access the remote link vehicles, first you land beside a specially adapted remote link Camel, like this one here.



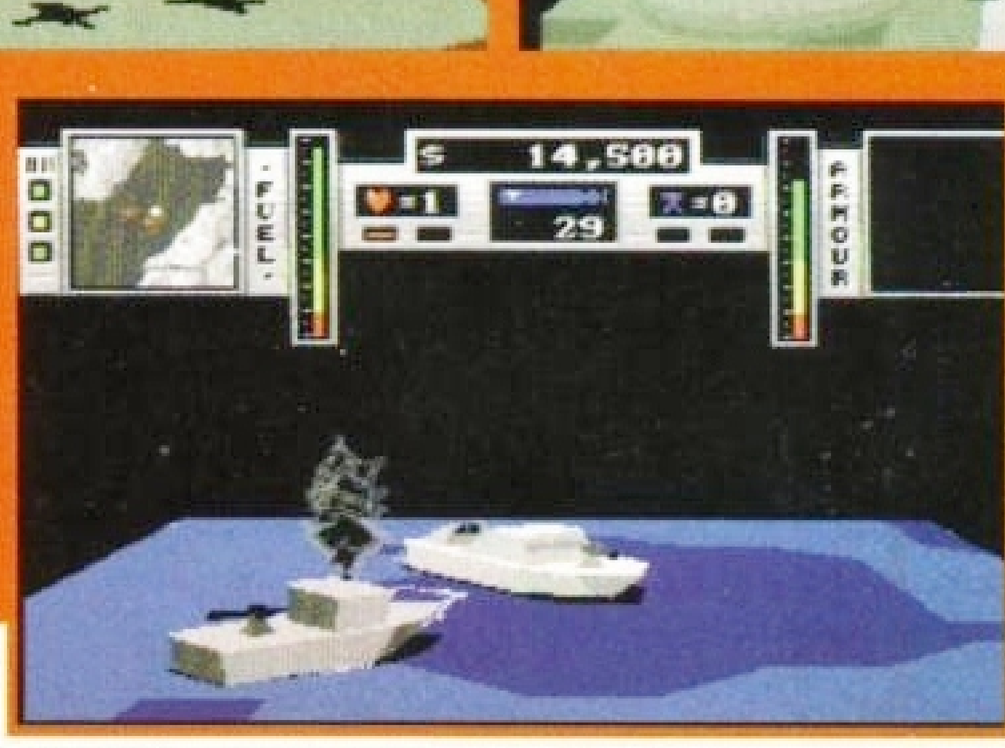
Tank: The Buffalo has a fantastically high impact shell which wastes just about anything with one shot.



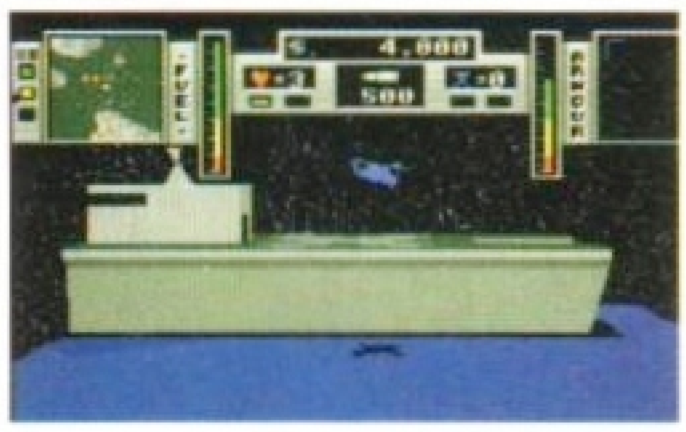


If desired, you can fly around in a Kestrel VTOL craft. It's a lot of fun and feels completely different from the Zeewolf.

You can fly a Pelican transport helicopter, but it isn't as much fun as flying this enemy chopper to deliver the bomb.



Of all the vehicles, the boat is our personal favourite. You can fire homing missiles, torpedoes and a cannon.



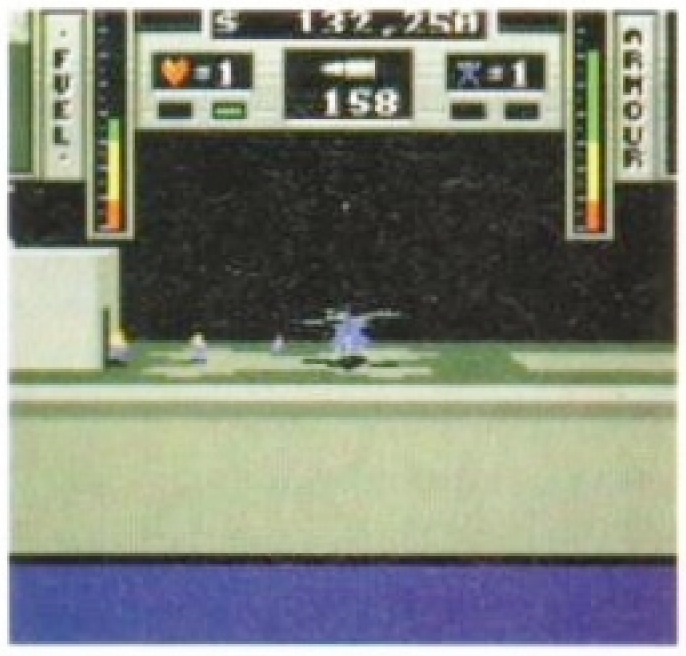
Carriers are still handy and useful for dumping off hostages and refuelling.



Some missions demand strategic and tactical use of the hostages.



Enemy oil rigs can be shot up to your hearts' delight.



A criticism of the original was that some missions were minus hostages. No more.

Surprisingly, though, the issue of controlling the Zeewolf hasn't been dealt with in a satisfactory manner. Mouse control is still as slick, intuitive and difficult to learn as ever. It truly is worth persevering with.

Many people can't get to grips with the mouse and thus opt to use the joystick. The joystick hasn't been suitably upgraded to give the player the sense of utter control that's needed; you can't use the throttle with the joystick which makes it a very poor relative of mouse control. There isn't even an option to use a two-button joystick or a CD32 pad.

This is an unforgivable exclusion. It shuts off too many people from the real joy of playing the game. And *Zeewolf* truly is an event waiting to happen.

So, we've reached this far and now the time's arrived to ask if *Zeewolf* has gone forward. The answer is a straight yes and no.

Yes, the inclusion of remote vehicles is a step in the right direction. And no, the mission structure isn't different enough to protect the game from the claim that it's more of the same – it would have been nice to see a structure similar to Jonathan Griffith's Conqueror. Overall, though, the game offers just enough to have edged forward in the evolution stakes.

I've still got no qualms about thoroughly recommending *Zeewolf 2*. Playing the sequel is like visiting an old and trusted friend who's suddenly taken to wearing trendy clothes and acting hip.

Despite all the hype about 'next generation' consoles, a game's still to appear that offers next generation gameplay. *Zeewolf 2* is a next generation game awaiting recognition. Grab a piece of the future. Buy *Zeewolf 2* – it's terrific.

ZEEWOLF

Publisher
Binary Asylum
Tel: 01225 428494

Price
£29.99

Versions
A500/600/1200

System requirements
1Mb

Release date
Out now

Graphics 8 out of 10
Spruced up and prettified compared to the original.

Sound 6 out of 10
As sparse and mute as ever.

Addiction 9 out of 10
Invades your dreams and wakes you up wanting to play more.

Playability 9 out of 10
Excepting the joystick, one of the finest control systems ever.

Overall verdict
Fans of the original will flock to the sequel. Anyone else should get in on the excitement now.

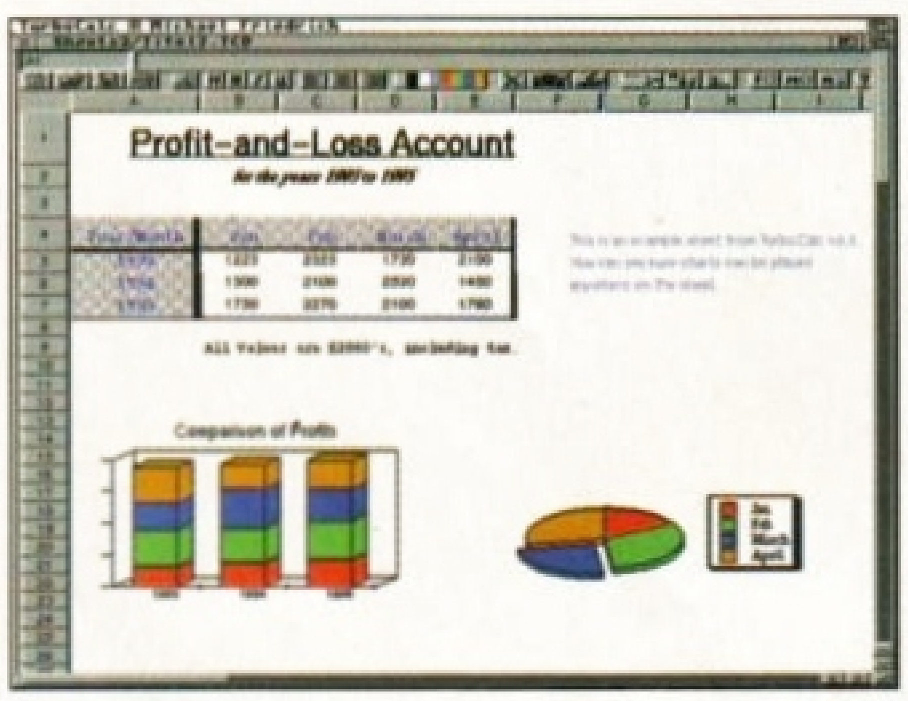
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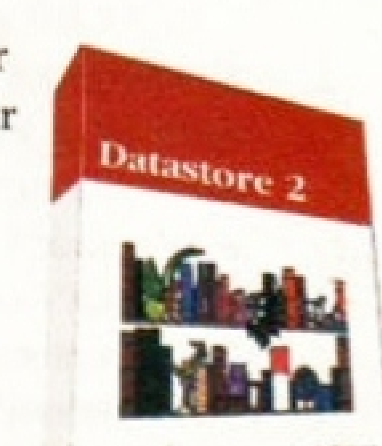
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- Quickly and simply print labels (using Wordworth).
- On-line AmigaGuide help whenever you need.
- Share information with Organiser, Personal Paint, Turbocalc and Wordworth.
- Low price upgrade! Call for details.
- Requires Workbench 2 or above, floppy or hard disk, 1MB RAM.

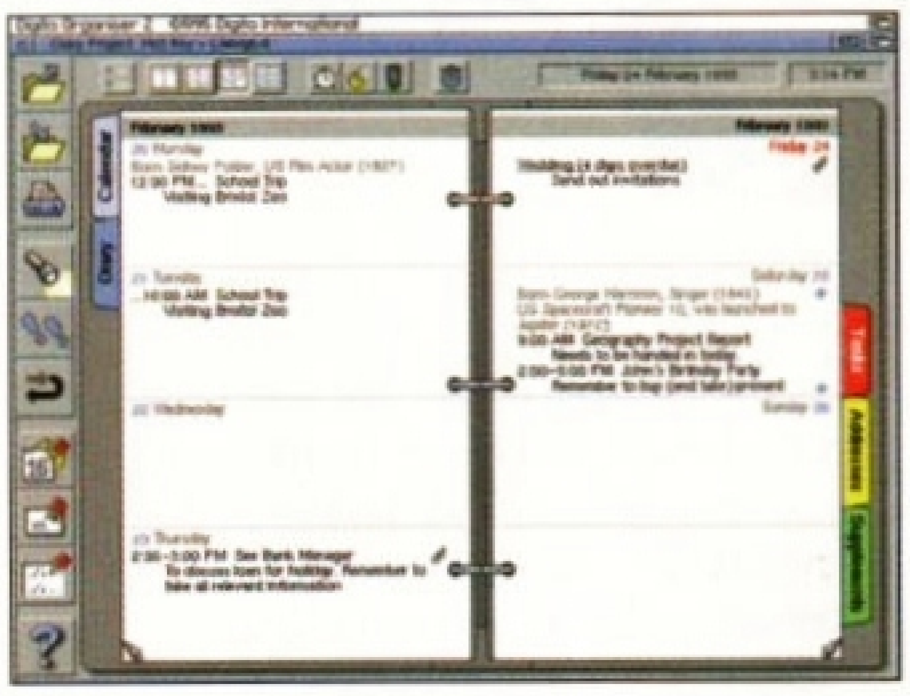


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- Requires Workbench 2 or above, floppy or hard disk, 1MB RAM.



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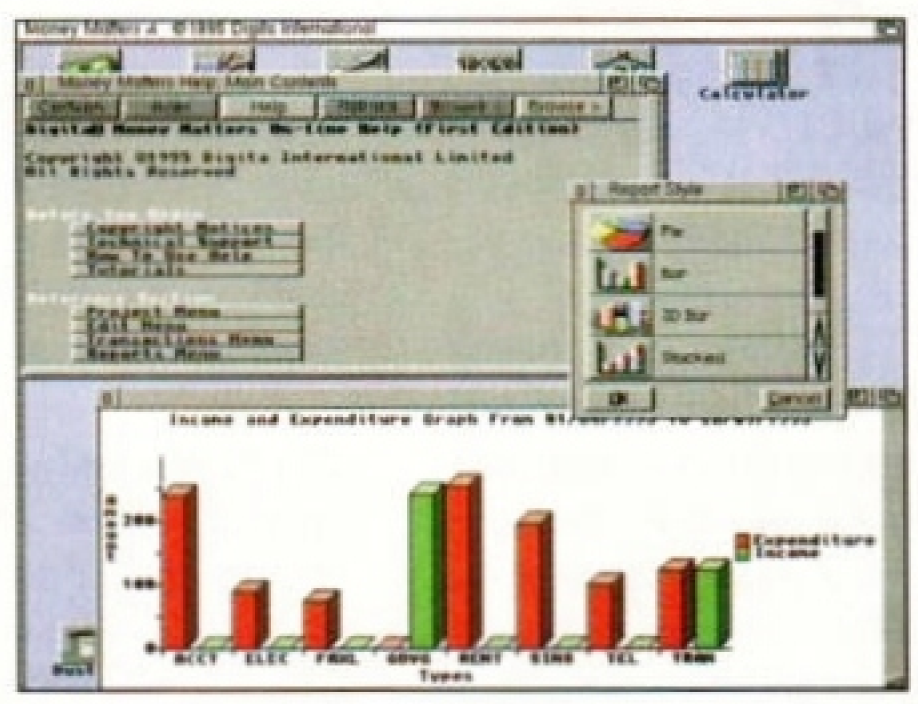
Supplements:
Animals, Art, Astrology Astronomy, Award Winners, Born On This Day, Computers, Culture Events, Died On This Day, Disasters, Discoveries, Famous Battles, Firsts, Gardening, Health, History, Home Hints, Hotels, Internet, Measurement Units, Movie Classics, Music Milestones, National Country Days, Olympics (past and Atlanta 96), Our Planet, Recipes, Registered Charities, Religions, Restaurants, Sport, Telephone Dialling Codes, Travelling, Radio Stations, Social Season Events, Theatre, Telephone Numbers, Useful Addresses, Wine Guide and more.

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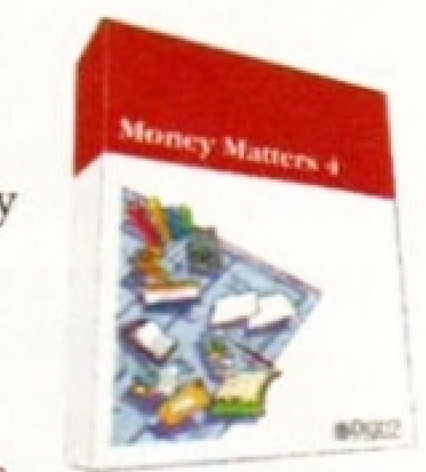
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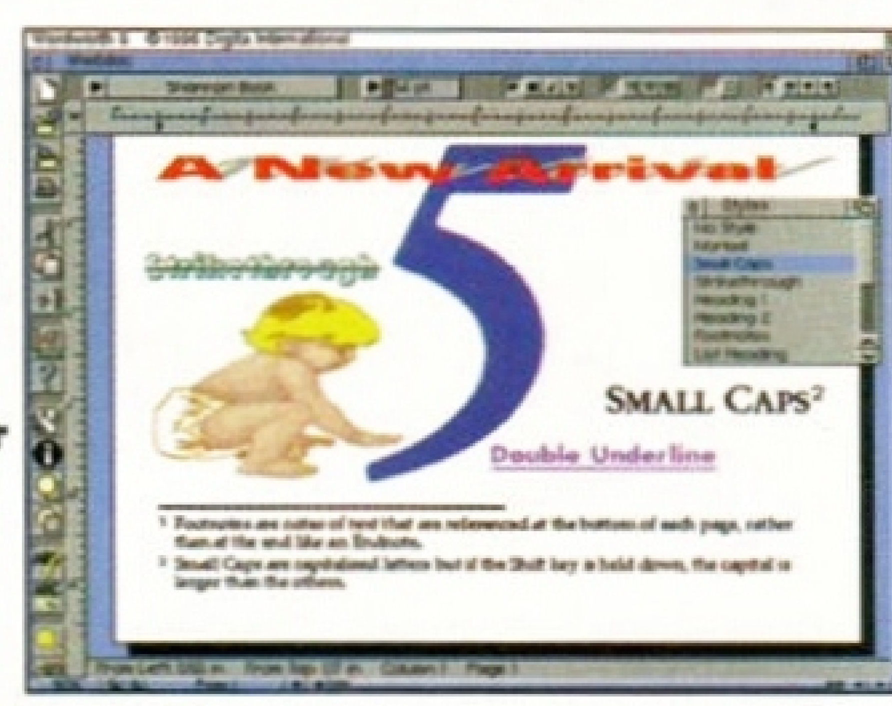


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Wordworth News—the new arrival



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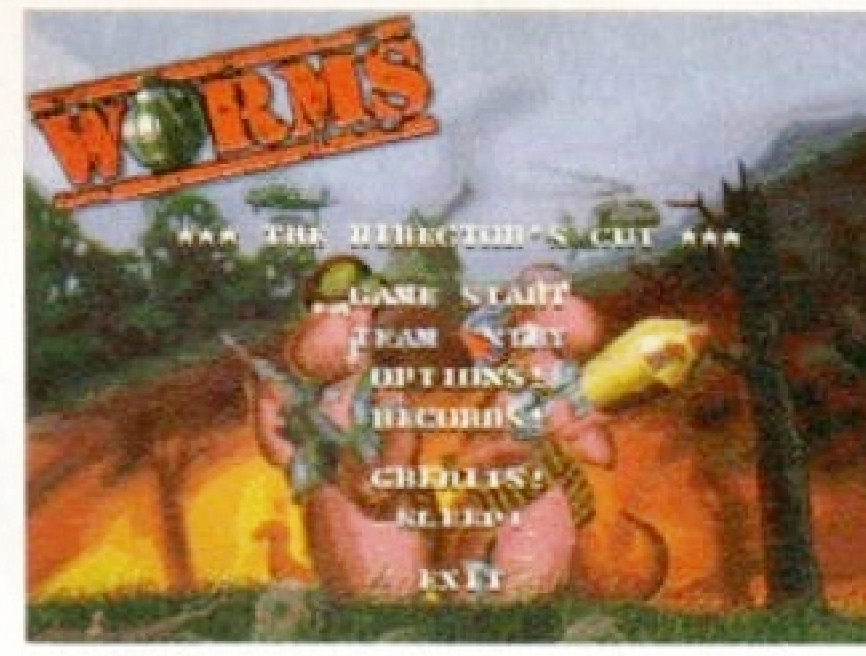
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This game has passed the stringent test of being liked by David Taylor's games-hating girlfriend, so it's as addictive as ever.



Worms CD32





The Weather man gets ready to express his anti-royalist feelings, fuelled mostly by the computer's tendency to cheat.

The question that remains to be answered is: What does the CD32 version offer that the disk version doesn't? Not a great deal, unfortunately.

When you boot the disc, you get a couple of the rendered animations of worms gearing up (taken, I assume, from the PC version), which you may have seen on TV. These animations have been reduced to quarter screen CDXL files and have suffered a little bit in the process. Still, they make a nice intro, even if you only want to watch it once or twice.

The game itself is identical to the floppy version, even down to the way it loads (although it is quicker from CD). It does take advantage of the AGA chipset to "enhance the presentation of the game" and 2Mb memory to load in additional samples, as does the disk version.

In case you missed last month's review of the floppy version, here's a quick recap of the gameplay. You control a team of worms battling against other teams, controlled either by friends or the computer. The game is played in turns, where you get to select an action (usually a violent one) which will lead to the death of other players' worms and leave your team the only one surviving and therefore a victor. In sort, you take it in turns to blow the crap out of each other. The game has several variants, such as tournaments and leagues, but the real boon is that the little cute creatures look and sound enough like Lemmings that you can joyfully imagine you are terminating those little beggars.

There are only two real bonuses of the CD version. Firstly, you get a CD audio track for each terrain, or can swap CDs for one of your own audio CDs and make the game play specific tracks for different terrains. Secondly, the use of the controller actually makes selecting the weapons and targets easier than with the original game.

One big downside, though, is that you can't simply sweep over the game area, as you could with the mouse, to see where everyone is. Instead, you have to select a weapon that allows you to target, such as a homing missile, so that you can get a look around. Because you can't look around, it is a annoying flaw that the screen doesn't automatically centre on action as you can't always see what's happening and even have to aim at worms you can't see, even if they're quite close by.

This version has more or less just been dumped to CD by Team 17. It's not a game that takes full advantage of the CD status – why, for instance, could the CDXL animations not be incorporated into the game? Maybe not each time there was a kill, but at least at the end of each level or game even. However, it is a brilliant game that's now available to CD32 owners, for which we should be thankful.



In a classic cat/dog battle, Bagpuss evens the age old score by air-striking Lassie.

WORMS 3D CD32

Publisher	Team 17
Price	£25.99
Versions	CD32
System requirements	CD32
Release date	Out now

85%

WORM HOLES

There seem to be quite a few glitches when trying to run this on anything but a CD32. The SimBoot utility supplied by AsimCDFS could not boot it. It is possible to load it from Workbench, but only some CD filesystems would let me do this. From the standard CDFilesystem and AmiCDFileSystem and AsimCDFS, only the latter loaded the game, which then expected you to have a CD32 controller plugged in for you to enter the code and play the game – a joystick doesn't work and the keyboard was locked out.

All was not lost, however, because, by accident, I found a way around it. Using a PD program called WBCDBooter, couldn't boot the disc (as I was using a SCSI, not PCMCIA, drive), but did free up the keyboard when I tried to load it from Workbench. You can then use the keyboard and the mouse to play the game. (WBCDBooter was included on Coverdisks of Amiga Shopper 55, or should be available from PD Houses, if you want to try it.)

All of this is ridiculously strange and I'm close to blaming the file systems, or possibly the accelerator card I had in, but other games run without a hitch. It doesn't look as if the game has been fully tested on all configurations, so you might end up playing around before getting it to run, although you should be able to in the end.

CD-ROM

POWER CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

AMIGA 600/1200

x2 SPEED CD-ROM INC.SQUIRREL .. £179
X4 SPEED CD-ROM INC.SQUIRREL . £249

AMIGA 4000

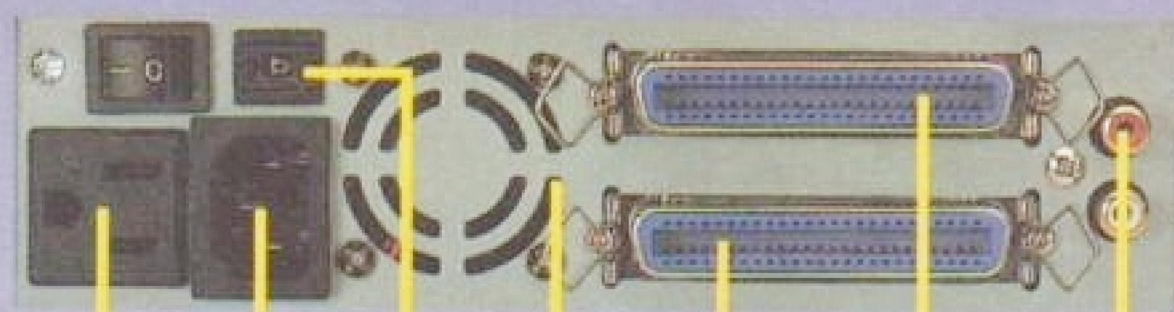
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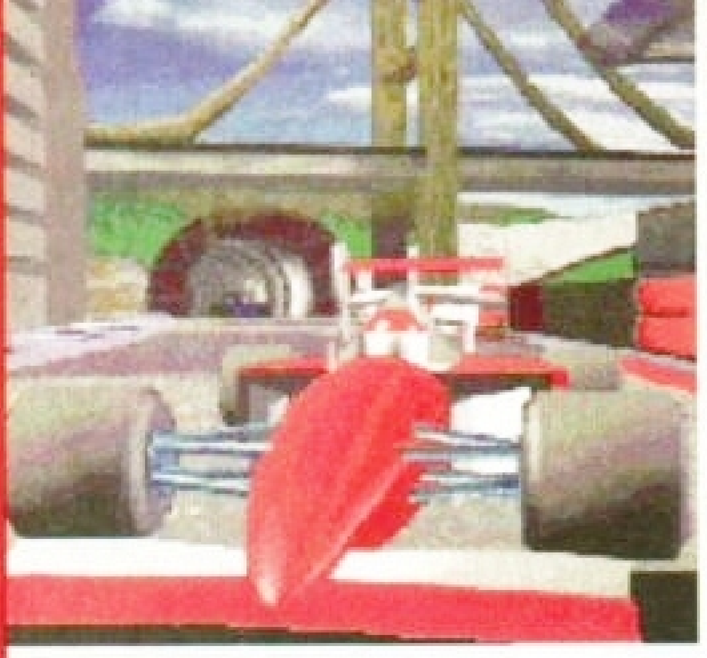
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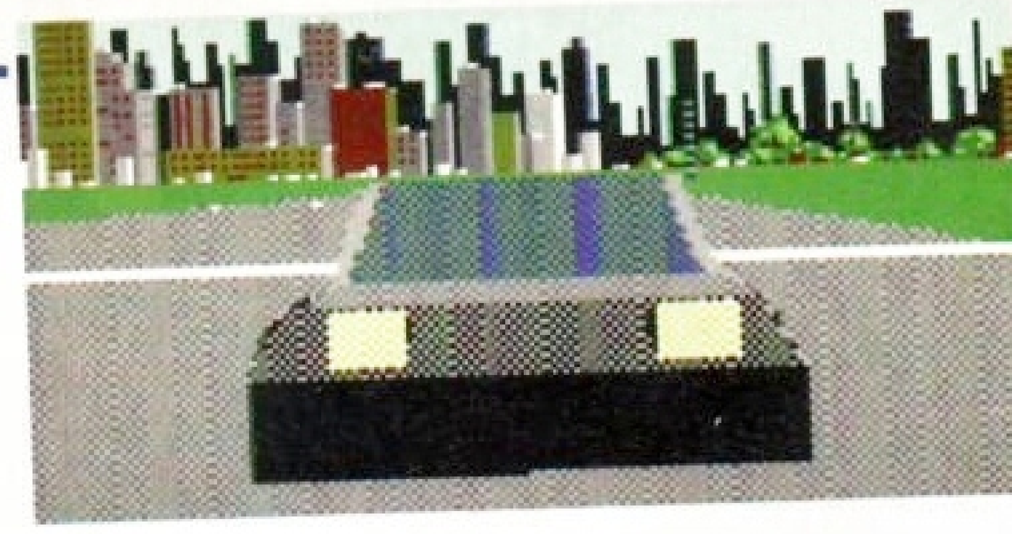
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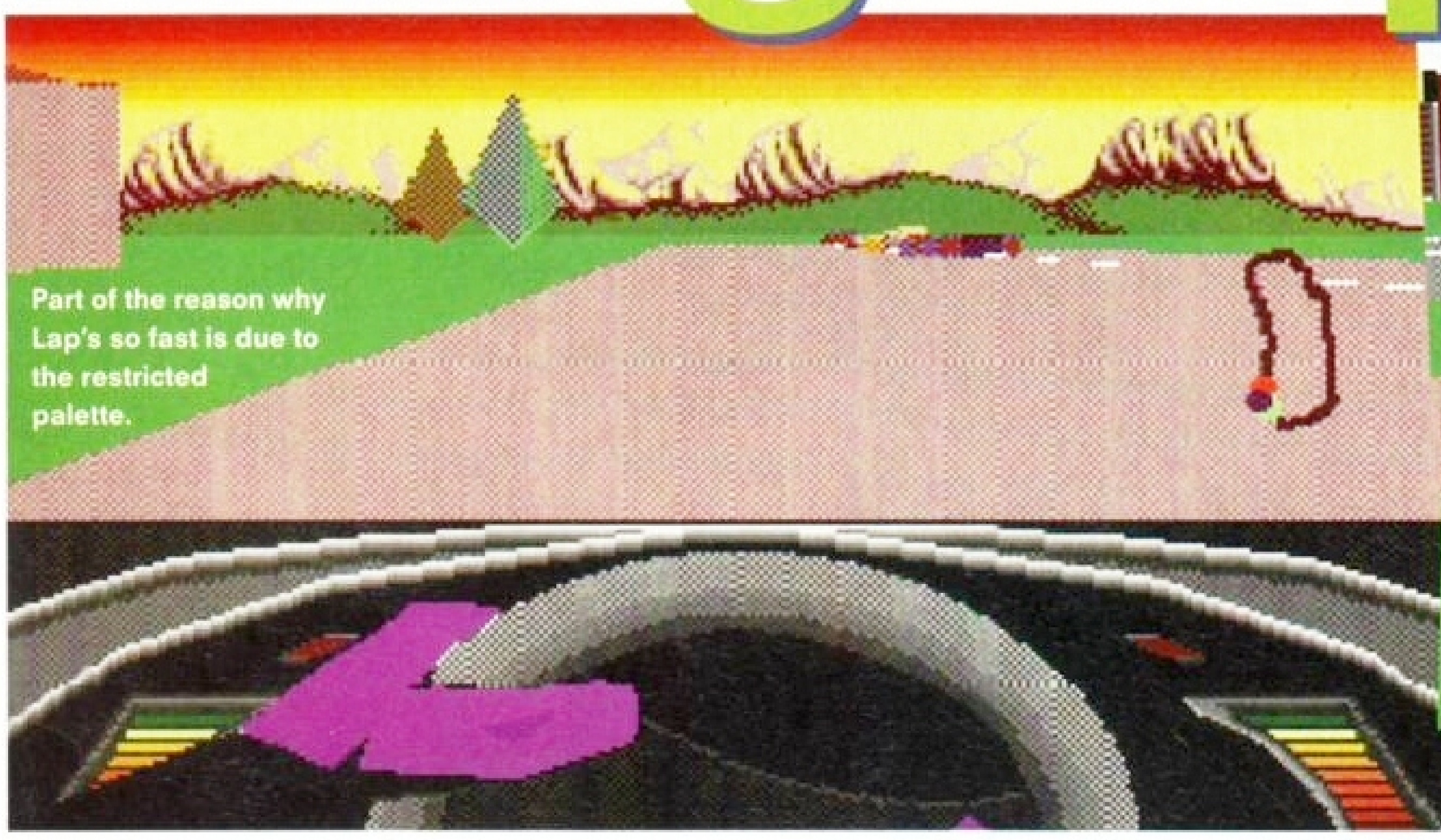
POWER.



Donning his crash helmet and his driving gloves, Steve McGill takes a test drive in a game that hails itself as a Formula One Grand Prix beater.



Leading Lap



Part of the reason why Lap's so fast is due to the restricted palette.



There are a host of different camera angles to be checked out. Most are cosmetic only.

LEADING LAP

Publisher	Kellion 0171 284 7957
Price	£29.99
Versions	A1200. 500 to follow
System requirements	AGA machine
Release date	Out Now

Graphics 7 out of 10
Considering the restricted palette, the 3D is convincing enough.

Sound 7 out of 10
Solid, let down by the annoyingly intrusive sampled speech.

Addiction 6 out of 10
Doesn't have the needed hook due to the lack of competitors.

Playability 7 out of 10
Could be more competitive in one-player mode.

Overall verdict
Tremendous 3D engine somewhat let down by the lack of other cars on the circuits.

77%

In all, a competent, enjoyable romp, but not quite up with F1 for immediacy.

Hailed as a "Formula One Grand Prix beater" by new kids on the block, Kellion, *Leading Lap* very nearly give the claim validity.

But not quite.

Before we discuss why, let's look at what makes *Leading Lap* a creditable pretender to the crown.

1) It's got a tremendous multiview 3D polygon based engine driving it.

2) The frame rate is fast enough to ensure a smooth, believable motor racing environment.

3) It makes use of extra memory, faster processors and FPUs.

4) The handling of the various cars is such that if you drive too fast on a long bend the car spins out due to excessive speed – incredibly realistic for a game which is more arcade based than simulation.

5) It looks good considering the severe restriction on the palette – you can switch on extra detail, clouds, and extra distance viewing.

6) The driving has a reasonably good feel to it for a hybrid between an arcade game and a simulation.

And then there's the but. An unfortunate but, but a 'but' nevertheless. There aren't enough competitors taking part in the race – four in all. To maintain a credible sense of conflict throughout a full race, there should always be someone to press for a place, or someone pressing for a place on you.

That doesn't happen with *Leading Lap*. At first, as familiarity with the handling of the cars takes place, you're only likely to keep pace with the fourth placed car if you're lucky. Eventually you'll work your way up until leading the races from start to the finish becomes nothing more than a learned mechanical response rather than skill.

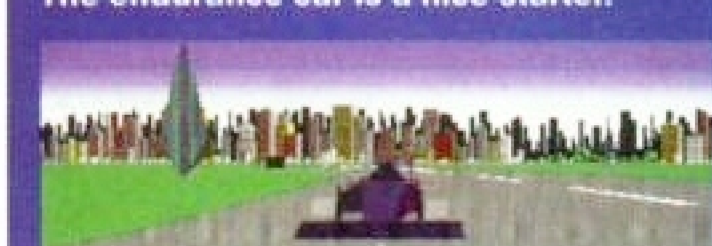
Still, it's fun in a limited kind of a way to reach the giddy heights of being the winner all the time. With twelve tracks to race on it's going to take you a reasonable stretch of extended play before approaching anything like full competency.

In all, a competent, enjoyable romp. Not quite up with F1 (reviewed on page 75) for immediacy and out and out pace, but still good enough to convince enough people to part with their cash for a few hours of solid entertainment. If you've got an Amiga friend, try out the serial link option; it's not bad.

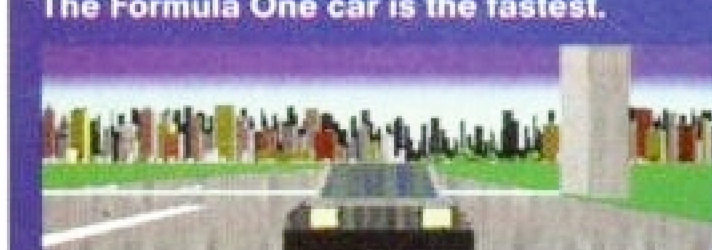
GEAR SHIFT



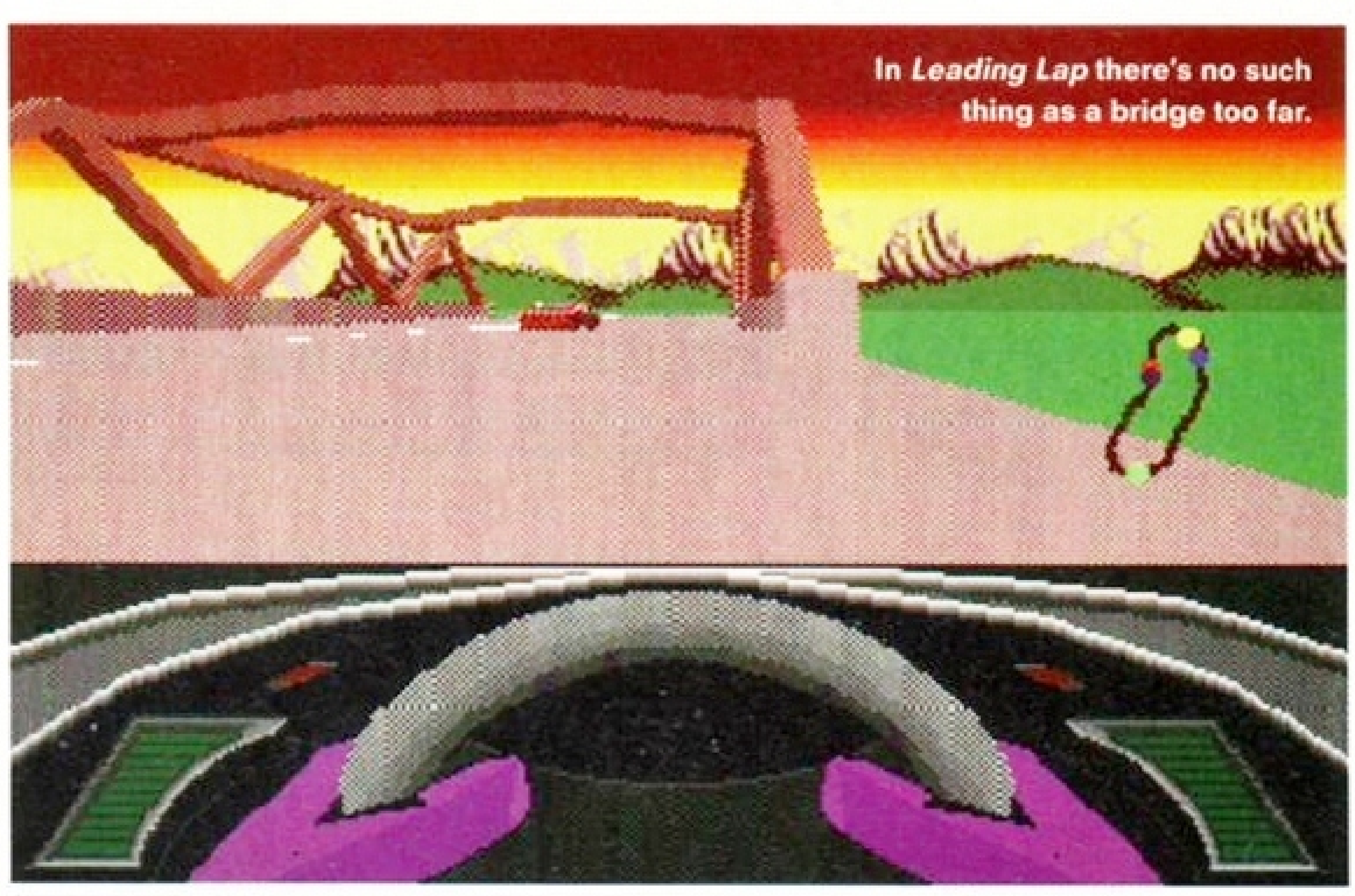
The endurance car is a nice starter.



The Formula One car is the fastest.



The rally car has the best handling.

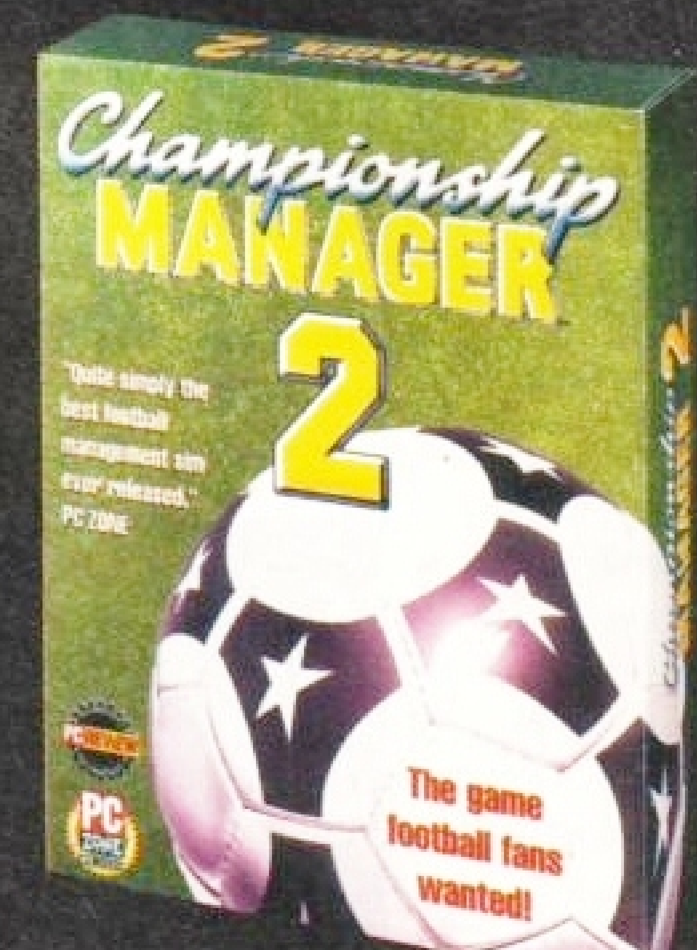


In *Leading Lap* there's no such thing as a bridge too far.

More gameplay than Ginola!

You don't have to acquire a French import to do it in style. Just load up a copy of Championship Manager 2 for incredible gameplay, addictiveness and a little *savoir faire!*

CM2 contains all the emotion and playability of the original, plus dozens of new features including the pressurised heights of International management!



"The best football management game in the world, ever!"
- GamePro

COMING SOON ON AMIGA!

The game football fans wanted!

DOMARK

Hints, cheats and tips. That's the staple diet of the Gamebusters. Here's Steve McGill and, boy, he's looking bloated.

SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters




BREED 3D: Don't use the pulse rifle after level 2. Use the sidestep a lot. Try to exit levels with loads of energy.






USM: If you need to earn pots of money, follow our handily repetitive cheat.

ALIEN BREED 3D

Here's a combination set of hints and game codes for Team 17's fabby *Alien Breed 3D*.

Level 1 –	No Password Needed
Level 2 –	IMMHAJFJFFFFFFFF
Level 3 –	EAGGAGEPPKFFFFFF
Level 4 –	ANKGBKPOPPFFPFFF
Level 5 –	PBCIIEOPMCHNHFFH
Level 6 –	POKKIJOPNONJNHFF
Level 7 –	IKKMICPPPAFKHPFN
Level 8 –	NPKCNOPOKFMMAFFF
Level 9 –	LLKOGBPPBFGCGHGH
Level 10 –	LOKOGJOOLDGEEMFH
Level 11 –	HAAGCHOLIHOBGEHF
Level 12 –	ONCGHLPOKOFECNFF
Level 13 –	MDIGOEOLBBEEONFB
Level 14 –	MOKGPJPLIFGEIMHJ
Level 15 –	LKKOPHPPDDNNBNOC
Level 16 –	OHCEKKPPFKFFBJEM

Step on it and open the wall to reveal a hidden store room full of lovely goodies.

1. From level 2 onwards, do not use the pulse rifle since it isn't powerful enough to kill efficiently.
2. The best general weapon is the shotgun.
3. To kill the flying brown aliens, select the Plasma gun, shoot a few times, hide round a corner, step out, shoot, hide, repeat as many times as it takes to kill the boogers.
4. When using the grenade or rocket launchers, make sure there is enough distance to fire, or else you will get caught in the explosion.
5. On level 3 (sewers), there is a partially flooded room that has an unusually placed step in one corner. Step on it and open the wall to reveal a secret store room full of goodies.
6. On level 5 (system purge), looking behind you often may just save your life.
7. Try to exit a level with as much energy as possible, for you never know what awaits you...

Paul Ninnes
Weston-Super-Mare



When using rocket launchers don't get too close. It hurts.

ULTIMATE SOCCER MANAGER

David Squirrell has found a method of doing a George Graham with *Ultimate Soccer Manager*.

1. Go to the Match Day Options.
2. Select "Select Team".
3. Using "Swap Player", put your worst player as the the last reserve (i.e. the bottom of the list).
4. Click on "View" from the side menu.
5. Click on "Transfer List".
6. Click on "Fast Sell". The player now goes to some insignificant Third Division club for a ridiculously reduced price. Don't worry.
7. Click the mouse button to return to the team selection team. The player you just sold should now have gone and the green line should be highlighting a blank name.
8. Click on "View" and again, hey presto, the player you just sold is back.
9. Quickly, sell him again.
10. Repeat steps 4-10

After doing this about 100 times, go and check your bank balance and see that you now have some several *billion* pounds.

Warning: Once you leave the "Select Team" screen, the player is gone forever and you must repeat the process with another player.

David Squirrell
Derby



Mentioning anything about George Graham could get us into trouble. So we won't.

you can't buy this.



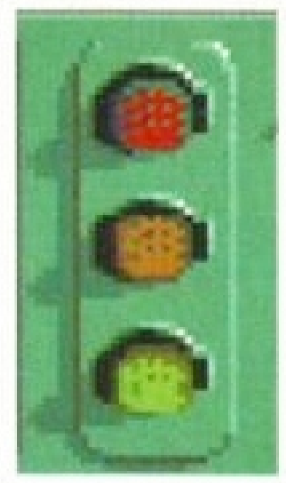
About to buy a new games machine?
Is it worth waiting?
Yes.
32 bit CD machines are fine, but they don't cut it where it really counts.
They just don't have the power.
This does. 64 bit power. Nintendo Ultra 64.
The speed of silicon cartridge.
Not CD s - l - o - w.
You can't buy it yet.
After all, nothing this good comes easy.
But do you really want something less powerful?

WAIT FOR IT...

Nintendo®

NINTENDO ULTRA 64™

On the menu this month is a couple of rather tasty games Steve McGill feels particularly partial to...



Re-releases

F1

Powerplus ■ 1Mb Amigas ■ £15 ■ FG90%

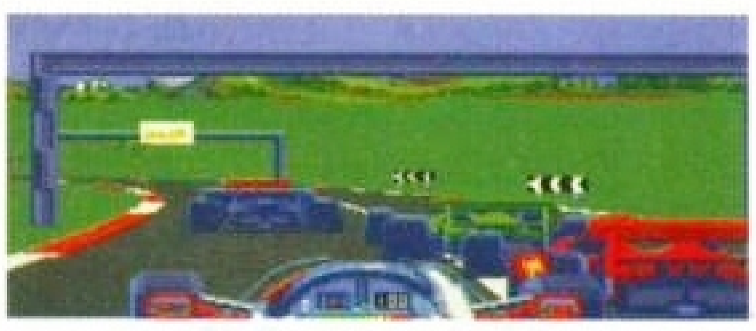
There are so many flaws and annoying occurrences within the hallowed code of *F1* that you'll probably think I've gone mad by awarding it a posthumous *Format* Gold.

But there are two major saving graces which make everything forgivable and all right. Their names are speed and playability.

For *F1* is quite literally the fastest driving game on the Amiga ever seen – even on A500s. The speed is such that sometimes when you crash, you can't help but blanch. I've even been known to throw my arm in front of my face in anticipation (but only during a bout of intense concentration at the top level of play).

Its secret is the hybridisation of an arcade-style merged into a hi-octane simulation engine, resulting in one of the most intensely competitive games ever conceptualised and realised. And that includes driving games on dedicated consoles.

As an added bonus, it splits the screen to let you race against a friend and also holds the driving line on a bend if the player centres the stick – incredibly clever and helpful. In all, a highly competitive 'must-have' purchase for learners, drivers and nut cases like myself.







Top: **Turbo mode gives 50 fps on a standard 1200.**

Far left: **Racing in tight bunches demands skill.**

Left: **Racing against a friend of similar ability is top fun.**

Sensible World of Soccer 95/96

Warner Interactive ■ 1Mb Amigas ■ £24.99 ■ FG94%

It's back. Not that it's ever been away. This time round, though, it's not bigger, 'badder' and better than before.

It is, however, almost the same price as of old for minimal improvements. Which means that if you own *SWOS* already, the price is too prohibitive to justify purchasing this update (for that is all it is).

So, onward to the differences from *SWOS 95*. The first and most obvious change is the updated data. Newcastle are a blinding team to play now, as are Arsenal and numerous other Premier league teams with foreign signings. Collymore's great as well – surely some mistake.

After-touch has been around for years, now you can add it to on the deck passes. It makes the ball look as if it's skating, but when you get used to it, it can fox your opponent and gain extra ground and time for the rest of the team to push forward, or fall back.

Players are star-rated in the team listing and their three main attributes are highlighted beside the star rating. So, if you were up against a goalie like Schmeicel or Seaman, you'd probably be best off using a striker with a high velocity shot.

When playing the management side of the game, players who are played to their full go up in value and when, as a manager, you're particularly interested in another team's player, you can highlight them to make following their progress easier.

Not a great deal extra on offer, but if you're still struggling along with an older version of *Sensi* – not *SWOS* – then it represents a must-buy.



Hey, hey, hey... look, there's the star system in use.



Centre the stick and the man passed to finds space.



£5 million for Laudrup – he's worth double that.

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There are some real gems in the Public Domain treasure trove this month. Steve McGill is your invaluable guide through the maze.



PD Select



KIDS ONLY: Big, bright, brash, in yer face visuals prove attractive to children and schizophrenic adults alike. A fun introduction to computers for all ages.

KIDS ONLY

By	*Mark Meany*
Ware	*Licenceware*
PD Library	*Seasoft*
No of Disks	*Three*
Price	*£10*

Kids above the age of three are more than capable of spotting immediately when they're being patronised. Parents aren't always so astute. Especially when the words 'computer software' and 'educational' are used.

Educational computer software for kids has traditionally been bought by well-meaning parents with more money than sense. That isn't to say that there aren't any worthwhile educational packages out there. It's just that finding one is almost as perilous a quest as searching for the Holy Grail in Macclesfield.

Kids Only is an exception to the rule. Not only is it fun to use, in order for the kid to succeed, logical, creative and applied thought has to be engaged in; the building blocks for character in later years.

The seven games are an eclectic collection of memory, puzzle, musical and cognitive tests. They are gradeable in difficulty enabling a range of kids from the age of about 3-7 to use and enjoy the package. Recommended, you know, for kids.



KIDS ONLY: Learning the notes that make up a keyboard is fun. Being able to save the tunes created to show dad is a great idea.

NOTHING BUT AMOS

By	*Neil Wright*
Ware	*Disk Mag*
No of Disks	*Two*
PD Library	*Seasoft*
Price	*£2.40 per disk or £4.50 for both*

With the withdrawal of Europress from the AMOS scene, things might seem a bit grim for the programming language of the people.

Admittedly, Blitz Basic is gaining presidency due to its general superiority in all realms of Amiga programming – it's Acid Software and Mental Software's development tool of choice.

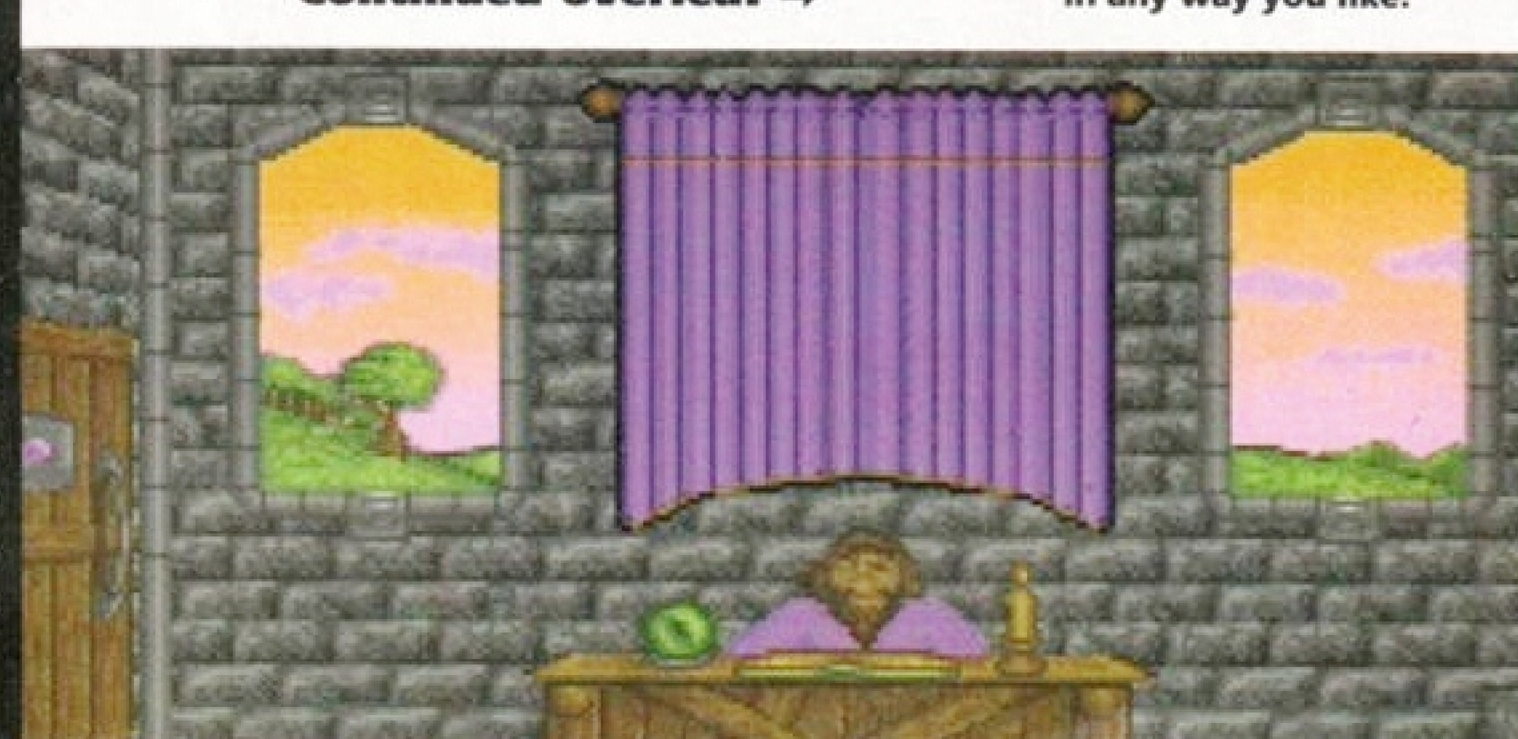
But that discounts the

Continued overleaf ➡



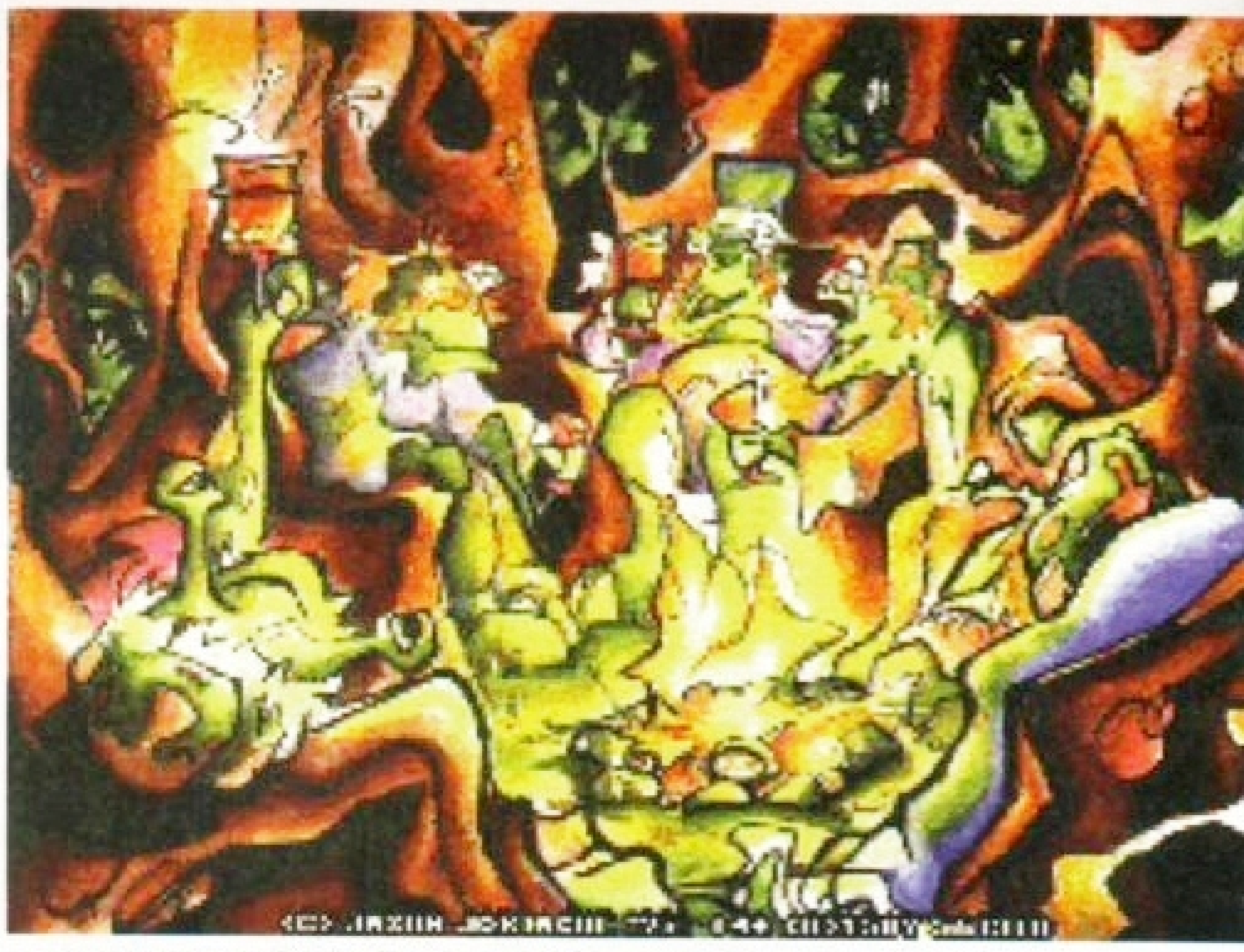
NOTHING BUT AMOS: Pre-drawn sprites can be a god-send for non-artists.

NOTHING BUT AMOS: Use backgrounds like these in any way you like.









A GALLERY II GREETINGS: Jason Jordache, taking the Amiga to new frontiers.

A GALLERY II GREETINGS: Most of this artwork was created for greetings cards. Jason must have pretty strange friends.



A GALLERY II GREETINGS: It's not just the grotesque that catches your eye.

importance of the numerous user groups dotted throughout the country. A lot of them are held together by the very popular *Nothing But AMOS* magazine.

Despite a longish absence due to editor Neil Wright's various commitments, it's back, continuing the tradition of providing AMOS users with useful source code, tips, graphics, and programs.

£4.50 for two disks might seem a bit steep, but if you want to get the best out of the language and gain some useful contacts into the bargain, then you can't go far wrong with these disks.

A GALLERY II-GREETINGS

By	*Jason Jordache*
Ware	*Freeware*
No of Disks	*one*
PD Library	*17 Bit Software*
Price	*£1 per disk plus 50p p&p*

Fans of the *Amiga Format* Gallery (go on, check it out now, in the letters pages) will be familiar with the name of Jason Jordache.

Famous/infamous for some of the most attention-grabbing images seen in our illustrious pages, this disk is a collection of some of his best work.

Primarily aimed at the card market, Jason's heading in the right direction, releasing these images into the Public Domain. Not only will people be able to use them as they see fit – so long as the law of copyright isn't breached, that is – they're bound to illustrate to other people just what can be done if you put your mind to it.

BLACK DAWN SIX

By	*ZSoft*
Ware	*Licenceware*
No of Disks	*Two*
Library	*F1 Licenceware*
Price	*£4.99 plus 50p p&p*

Possibly one of the best showcases for the software concepts of shareware and licenceware, the *Black Dawn* series of adventure games almost have a large enough following to take them out of the realm of cultishness.

It's easy to see why the series is so popular. Relying on the Dungeon Master concept, they place the would-be adventurer in strange alien landscapes and mostly invite them to make their escape.

Black Dawn 6, the latest adventure takes the role-playing concept further than it ever has before. You can enter the game with a set of pre-rolled characters, or opt to roll your own.

To make things easier for the gamer, if he/she doesn't like the attributes of the character that's just been rolled, they can keep rolling with no penalty until a better character comes up. Top idea.

The game presents the usual challenges along with a few surprises that I'll leave you to find out about yourself. Thoroughly recommended, and edging toward that 'virtual' Format Gold that we hold in our heads for particularly good examples of a genre in the licenceware circuit.

BAYGON

DEMO

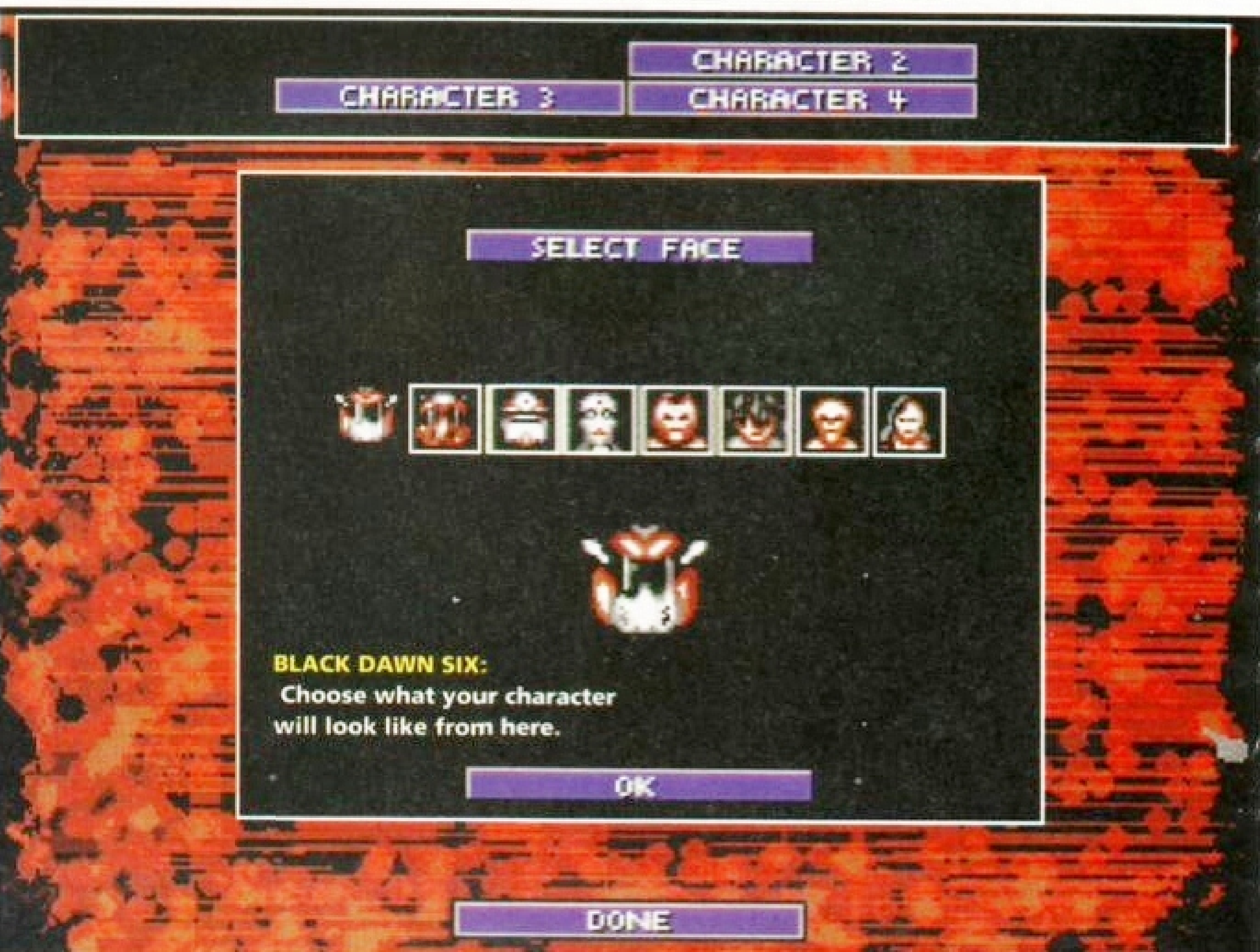
Melon Dezign (available from the Internet via ftp at Aminet sites, eg. src.doc.ic.ac.uk, in demo/aga/mln-bts.dms)

Another bizarre piece of psychedelia from Melon, released at the *Somewhere In Holland* party earlier this year, leaves us a little worried about what these guys have been slipping into their morning cocoa.

This time round our slice of Melon goes, partly, as follows: some crazy, kiddie-chalkboard, wireframe animations; a smoking (half-eaten), Japanese babe; some space invaders casually stomping round the screen, along with an extremely strange, lolloping rap soundtrack. In any demo like this, it's the design that makes it and although this is

BLACK DAWN SIX: Surely there's going to be a full commercial release soon.





BLACK DAWN SIX: Choose what your character will look like from here.

PD Selection of the month

FASTVIEW V2.0

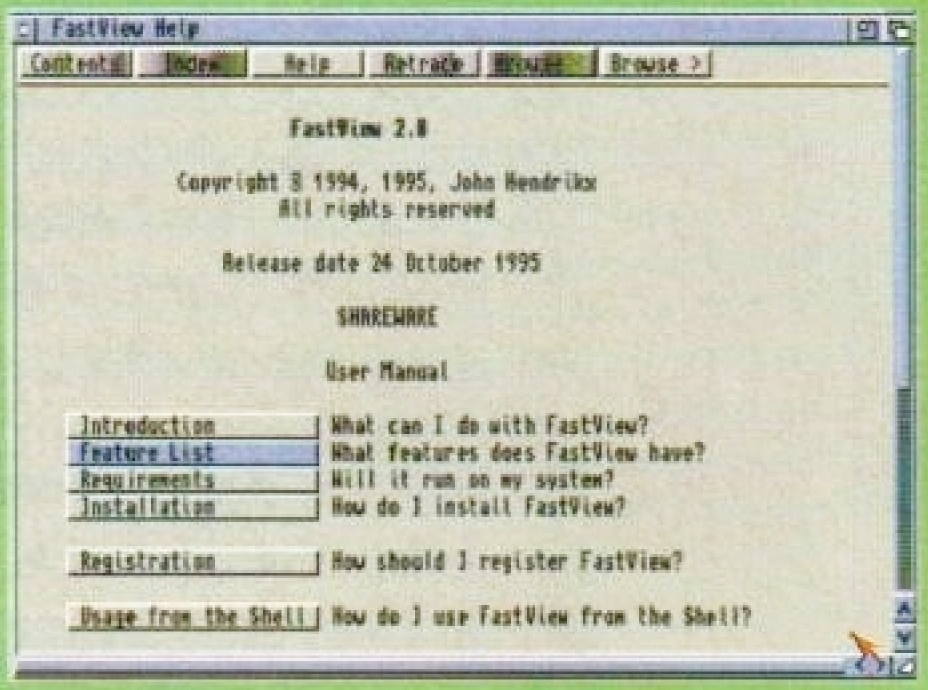
UTILITY

Shareware (available from the Internetvia ftp at Aminet sites, eg. src.doc.ic.ac.uk, in gfx/show/FView20.lha)

Always helpful, especially when BBSs, the Internet, and CD-ROMs are bringing us ever more in contact with image files of non-IFF file format, is some kind of decent image-viewer. *FView* is, happily, that viewer.

Not only is it very fast (and comes in separate 68000 and 68020 versions, which is neat) and shows the full complement of IFFs, GIFs, JPEGs, and so on, it also shows HAM8 and 24-bit graphics in OCS/ECS, by converting the file.

It'll load and decode the next picture whilst you're looking at the present one, and there's the option to save out the current screen as an IFF, whatever image it was loaded in as. There's optional dithering, and downscaling to make the picture fit the screen, too.



Fast View also has an extensive help file which will prove of use to new and inexperienced users.

Most people should find FView very helpful, even if you only seldom come into contact with GIFs, JPEGs, and suchlike. For those who have to deal with piles of image files regularly, or would like to, it could be invaluable. And what's more, it won't even ridicule you when you use it to browse your *Little House On The Prairie* GIF collection.



I normally use ViewTek to view files like this gallery winner, but I'll start using Fast View now

incredibly far-out stuff, nobody can deny that it's impeccably designed.

At the end of the whole caboodle, they note, "you've just spent a moment in the Melon universe". Another moment and we might all start thinking this stuff was normal... perhaps?

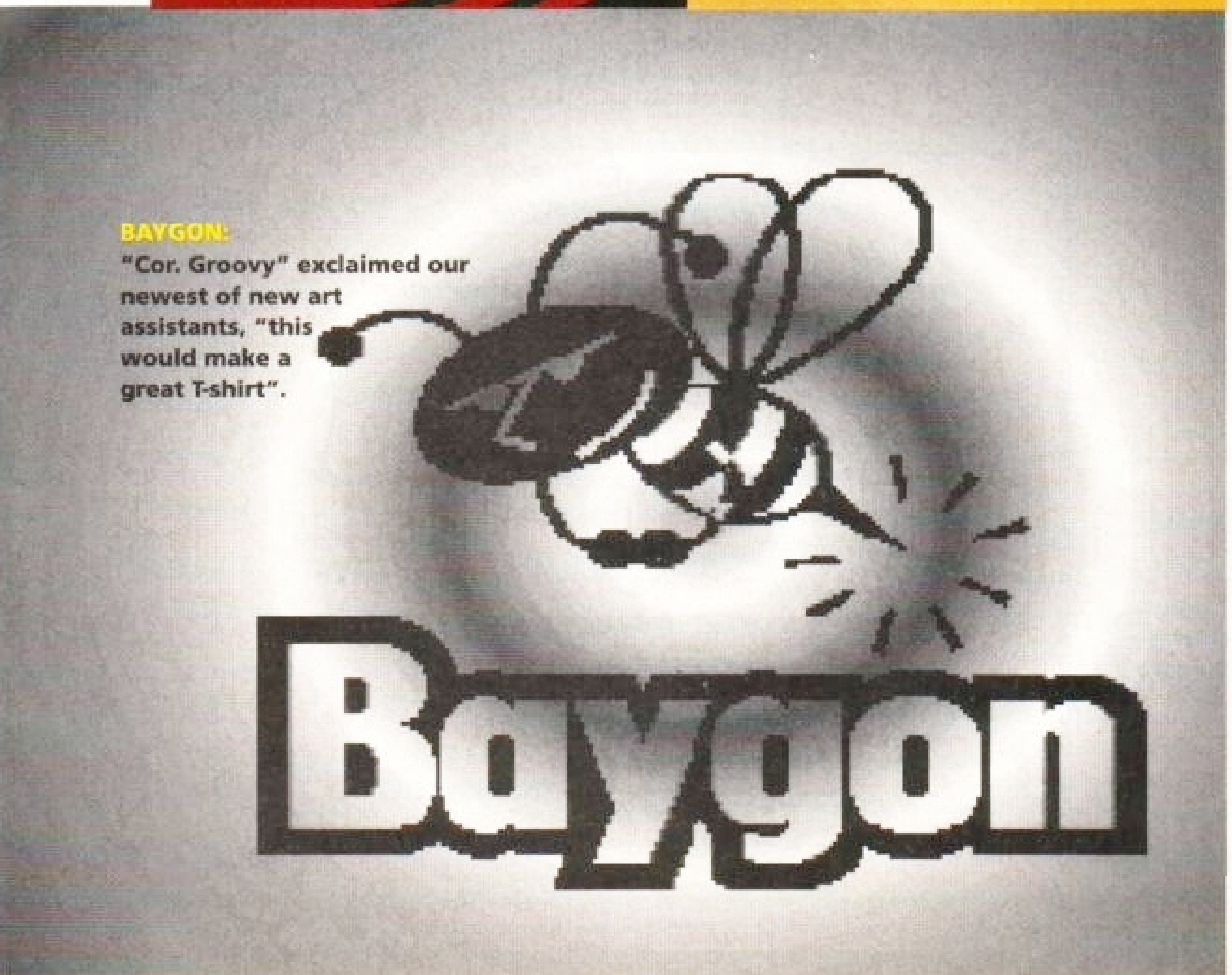
To cap it all, it has been decided that the Kickstart icon we currently have is all wrong, so they've replaced it for us, temporarily. With a grinning, yellow man, holding a disc, no less. Why, thank you Melon Dezign. Crazy, very crazy, but also very inspired.



BAYGON: The wireframe animation imparts a trippy feel to the demo.



BAYGON: Look out kids, funky squad are in town.



BAYGON: "Cor. Groovy" exclaimed our newest of new art assistants, "this would make a great T-shirt".

SURFING ON A JAZZ WAVE

DEMO

Grooving Brothers (available from the Internet via ftp at Aminet sites, eg. src.doc.ic.ac.uk, in demo/sound/Surfing1.dms+ Surfing2.dms)

This music-disc is, quite frankly, oozing class, right from the soul-jazz title sequence, with the Motown diva looking sultry right at us. In fact, the whole production is very Gallic: laidback, yet chic. The very well-drawn, hi-res graphics are evocative of *Blue Note* and *Talking Loud* album covers in a way that manages to be both old-style and new-school, and the acid-jazz soundtrack from Chrylian is frankly astounding.

Only very seldom would you even be able to tell the songs were actually coming out of a computer, so expertly is the Amiga sound chip manipulated. And with six tunes to choose from, including such nouveau funk titles as *A Travel in my Mind*, and *Surfing as a Space Groover*, there's a decent choice of listening matter.

There's also quite a cute attempt to list and characterise what looks like Chrylian's record collection, with some comments on their styles. Unsurprisingly, the artist formerly known as Prince gets an "unclassifiable" mark. But the artist still known as Chrylian and his French chums, most certainly get classified as top notch.



SURFING ON A JAZZ WAVE: Jazz, one of the few musical styles that makes my hackles rise.

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
ACTIVE SOFTWARE
PO Box 151, Darlington, County Durham, DL3 8YT. ☎ 01325 352260

1. Nucleus Demo
2. Breathless Demo (AGA)
3. Text Engine 5
4. Magic WB Extras 14
5. Navigator 2
6. AMOS AGA Extensions
7. Deluxe Galaga v.2.6C (AGA)
8. Magic Paint Box
9. Mystic "Fear" (AGA)
10. Introduction to DOS v.2

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH:

F1 Licenceware
31 Wellington Rd
Exeter, Devon
EX2 9DU
Tel: 01392 493580

17 Bit Software
1st Floor Offices
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West Yorkshire
WF1 1DH

Other good PD Libraries

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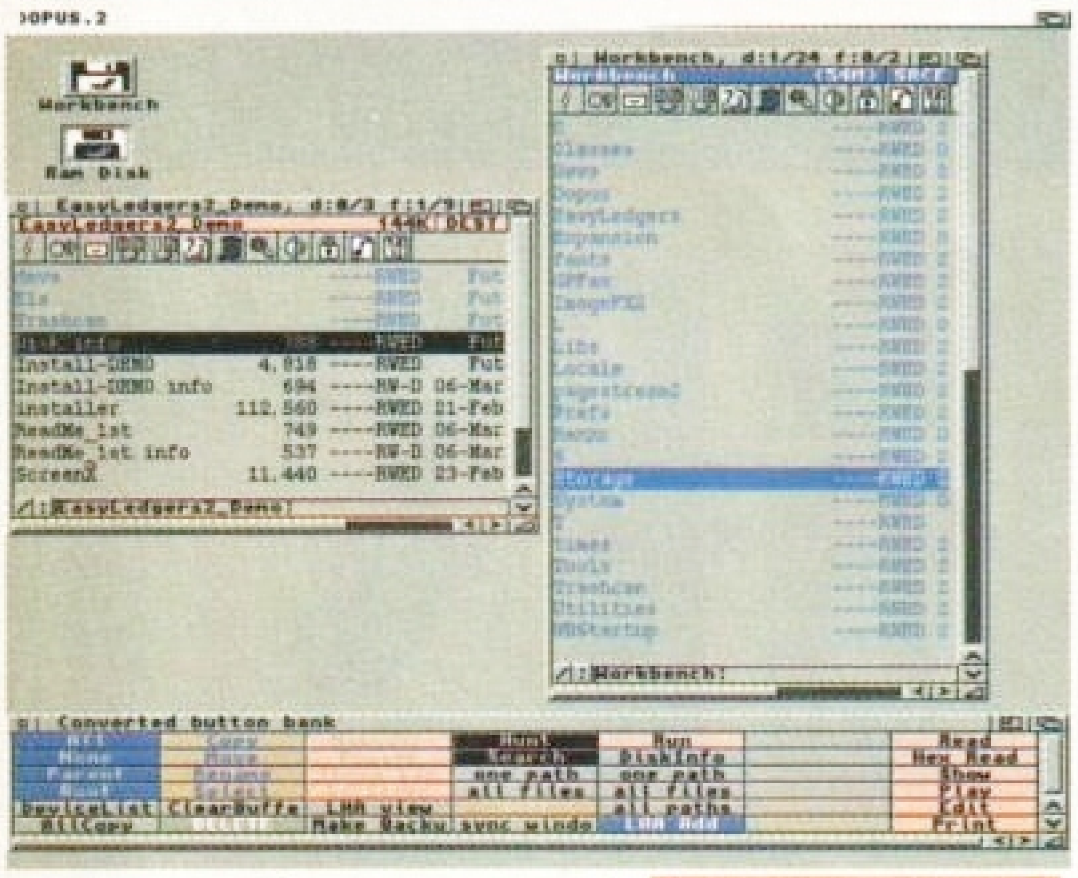
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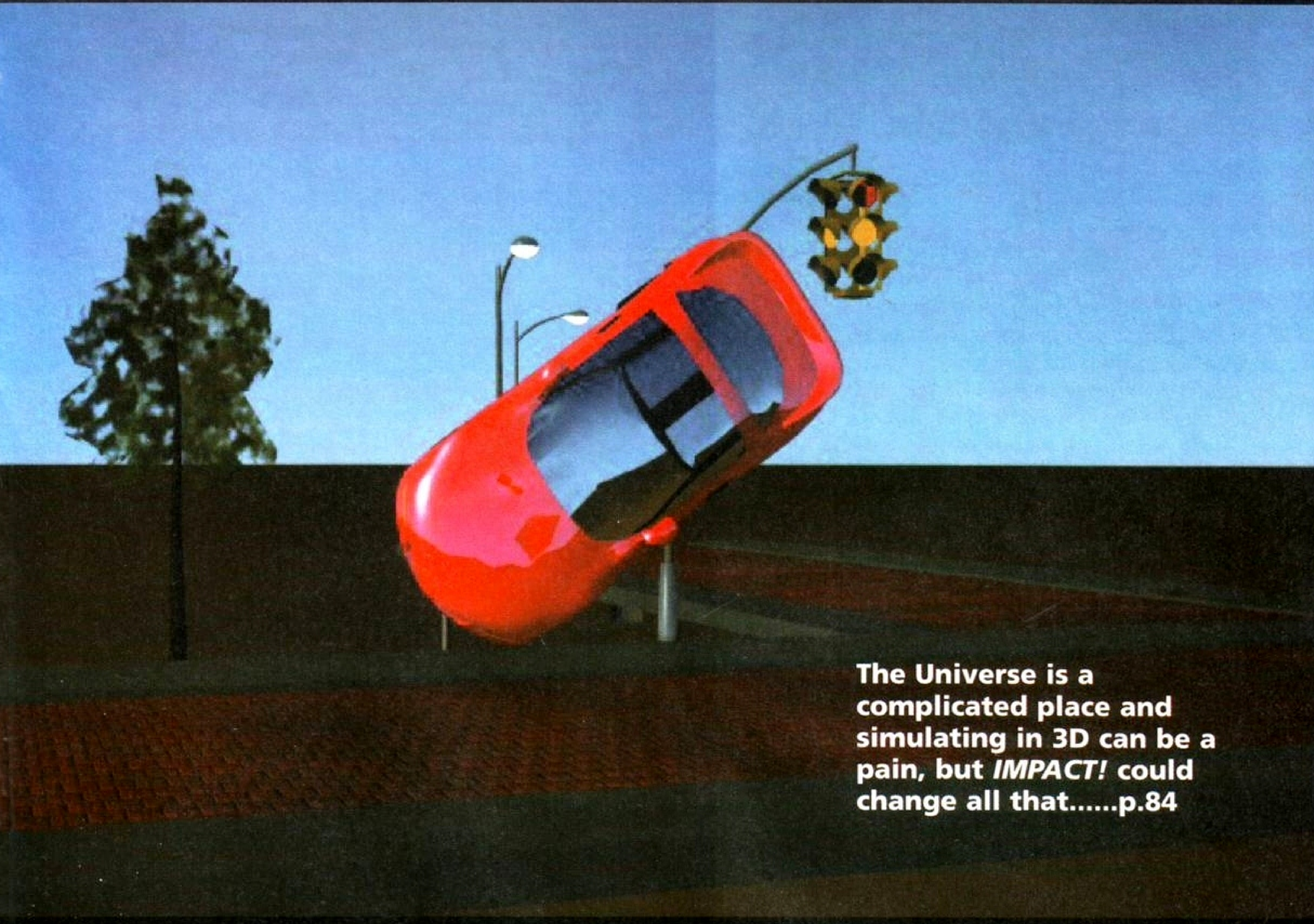
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SERIOUS



The Universe is a complicated place and simulating in 3D can be a pain, but *IMPACT!* could change all that......p.84

BLINDED WITH SCIENCE



Graeme Sandiford

You may need to brace yourself mentally because this month's Serious section is serious in the extreme.

We have a powerful programs that use scientific principles to perform complicated tasks. *IMPACT!* is a real world animation system for *LightWave* that calculates collisions and manipulates objects with the laws of physics.

If all of this is a bit much for you, you'll find some light relief in our reviews of the new Microvitec 1438 monitor, *MainActor Broadcast*, a new paint program called *XiPaint* and a nice and simple networking solution from Canada – *Link-It!*. Not forgetting a look at some of hottest CD-ROMs around.

REVIEWS

"If you print without it, you have only yourself to blame!"*

*Review in German "Amiga Plus" Magazine Dec 95

AMIGA-TEST very good TurboPrint Prof. 4.0 11.0 out of 12 OVERALL RATING SEPT 95

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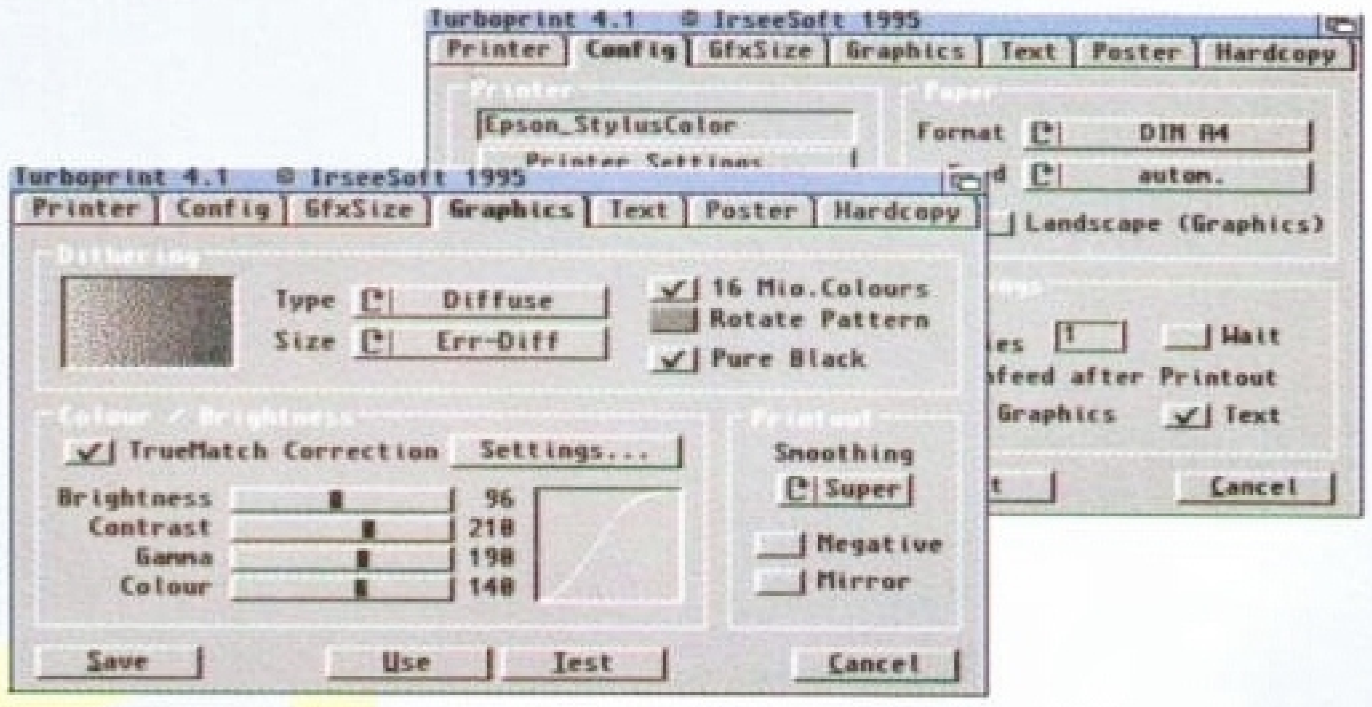
Outstanding: TurboPrint will not only output 24 bit-graphics directly from your floppy or hard drive in the highest quality possible, but will also print **from applications** like Personal Paint, Deluxe Paint or Brilliance with the **full colour palette** available with AGA-graphics chipset. Although utilising the standard Workbench printer interface, printout will **not** be limited to the usual 4096 colours.

Perfect printouts from day one:

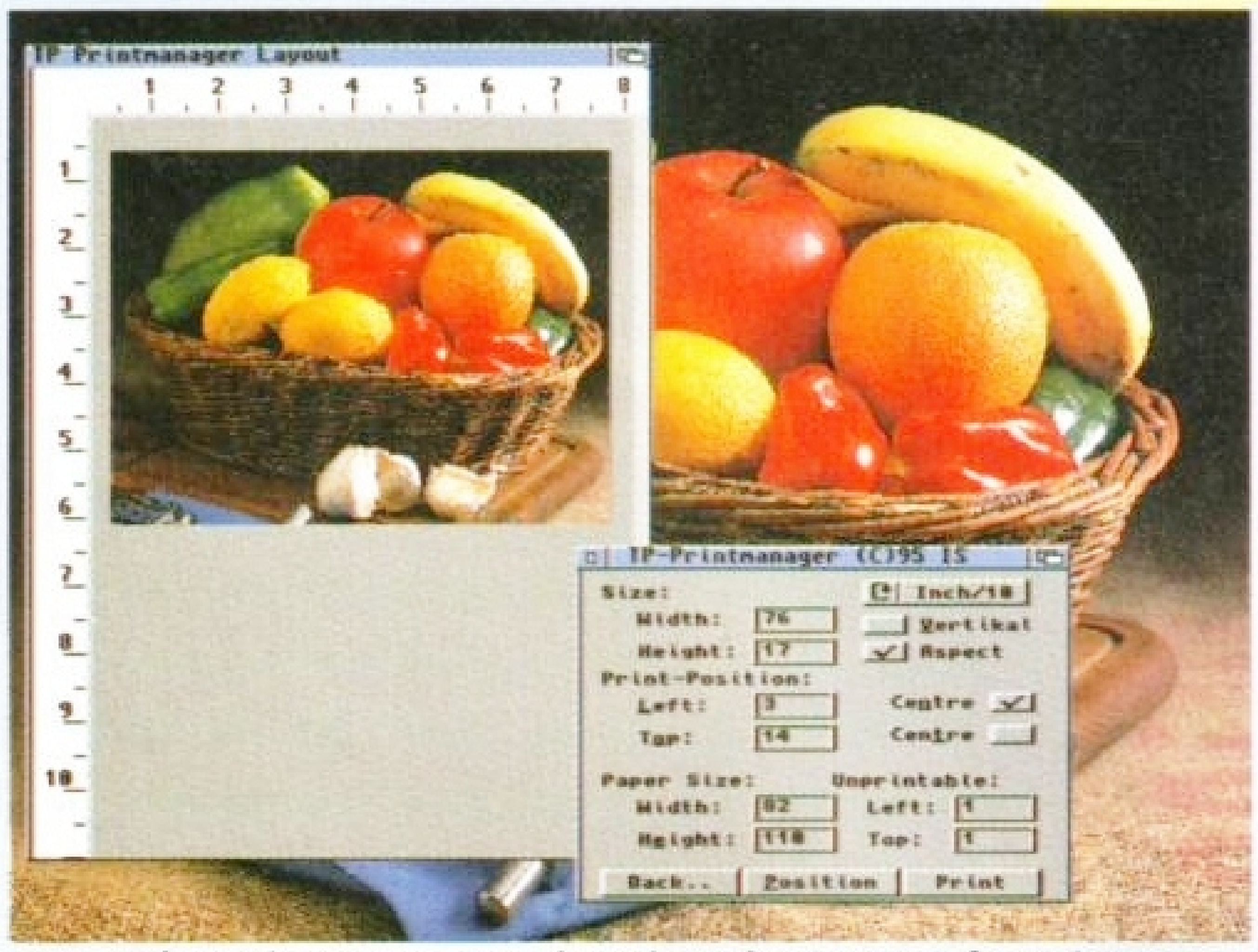
TurboPrint combines ease of use with **unparalleled output quality**. Simply choose your printer, and go: With our brand new **intelligent printer drivers** you'll get fantastic results straight away.

Matching colours: With the new high-speed **"True Match"** colour management system up to **16 million colours** are closely represented by the printout.

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The Preferences Menu with 7 "Index-Cards"



The Print Manager showing the Layout function

Improved Graphics Print Manager:

Our integrated multi-format print and display utility has been considerably improved. New functions include support for **JPEG,** BMP, IFF DEEP ILBM, and many more.

Any picture up to 16 million colours may be displayed either in true colour (with **CybergraphX** on third party graphics cards) or dithered with up to 256 (AGA) or 16 colours.

The new **Layout function** allows for precise mouse-controlled selection of printout size and position.

No need for test printouts: The Graphics Print Manager will allow the user to control the results of all changes made to the print parameters (Brightness, Gamma Correction, etc.) directly **on-screen** before printing.

Make your printing dreams come true!

Easy to use:

- ✓ Intuitive and clearly arranged preferences menu. Style guide compliant. May be **hotkey-activated** at any time.
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- ✓ **Poster function** for oversized printouts.
- ✓ **Compatible** to your existing Amiga software: No difference in printing, except new levels of quality.
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- ✓ Supports even the latest **printer models**, such as Canon 610, Epson Stylus Pro/Color II/IIs, HP 660/850.

Press Reviews about TP Pro 4 - "Best Choice"

"TPrint 4 is the new leader in every respect. It is simply the best choice"
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Asim CDFS 3

Complete control over CDs is not as simple as "plug and play". David Taylor looks at the "ultimate" in CD software.



Photo CDs are transparently converted – just one of Asim's features.

Asim CDFS (Compact Disc File System) has been around for some time, but hasn't had massive market penetration (as I'm sure those from over the pond would like it to be called). This new version could make all the difference, because to say the features it offers are extensive is an understatement. This brings your Amiga and CD-ROM into universal harmony.

The first thing you need to do (except buy a CD-ROM player and attach it) is install the software. Because it's for a CD drive, it is really expecting a hard drive. It might, just might, be possible to use this with floppies, but frankly, at the price, this is serious software and if you need this much control, you must have a hard drive. To install the full set of utilities, I'd estimate you need around 400-500K free on your system partition.

Installation is via the standard installer, which is both a blessing and a curse. The script checks that you have at least the minimum 150K free before going any further. Should it find any errors, the script escapes, which can be annoying if it discovers a write-protected library, for example. The script escapes but with much of the software installed, you may no longer have 150K free on the disk, without which the script refuses to run. It can require some fiddling.

You can happily get by using the standard preferences, but should you want to customise the options, then it can be done very easily through a set of GUI preference programs. These programs are at the heart of Asim and bring real power quickly to all users.

Obviously, it allows you to access the standard (ISO 9660) discs, which covers all Amiga-specific titles. The power of Asim doesn't lie in this, although the number of buffers and amount of memory designated to each volume is useful and more flexible than other, cheaper CD filesystems.

Asim also includes CDTV and CD32 emulation. You can set the software to detect a CDTV or CD32 disc on boot and make it boot that disc, in theory. Obviously, for CD32 compatibility you need to be using an AGA Amiga with sufficient memory, but if you can't get a title to boot, all is not lost – the makers of Asim recognise that it might not work and have included a Simboot utility. With this you can boot the CD drive from Workbench. It isn't 100 per cent compatible, but you can't expect it to be.

In addition, you can view Photo CDs, which can be detected automatically. The software then gives you transparent access to the pictures, converting them to IFFs very quickly on the fly. In practice, it wasn't completely accurate and didn't recognise some Photo CDs first time.

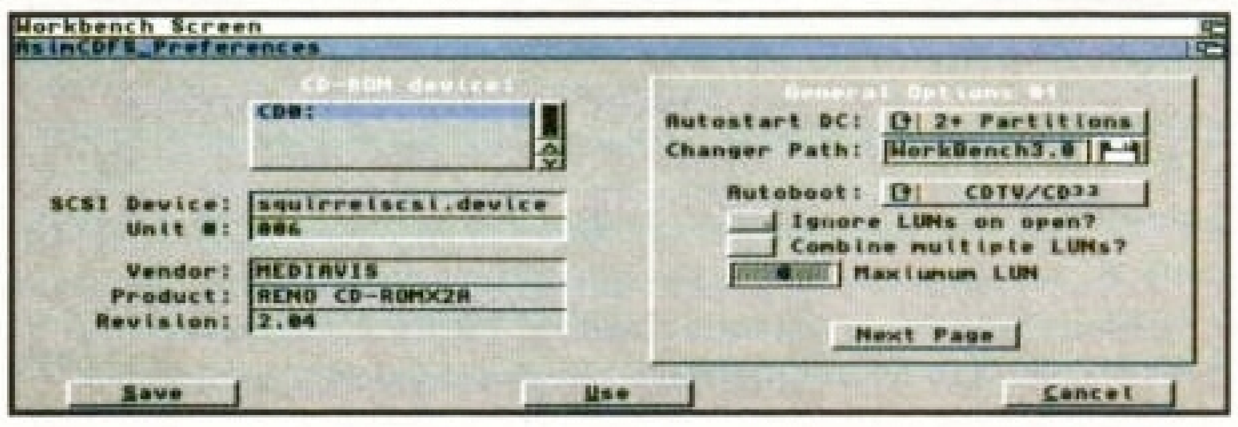
It would have been nice had a separate Photo CD viewer had been included, because should you find some photos stored on, say, a Macintosh HFS disc (which Asim can also read), you can't view them. There are, however, Photo CD viewers available in the Public Domain, so it's not a problem.

Audio CDs and CDDA are also well catered for, with a reasonably featured Asim Tunes program to allow you to play audio tracks from discs which have audio tracks on them. This doesn't mean just audio CDs, but also data discs which may have some audio on them. You can set the software so that Asim Tunes is launched automatically when it detects CDDA. Asim Tunes lacks a little in aesthetic terms, but there are plenty of PD players if you want a change.

Asim has masses more to offer. You can use it to look at raw data tracks on CDs. You can use it to govern a hard drive with valid ISO 9660, High Sierra or Mac HFS image stored on it, or even a similar AmigaDOS file (this is a feature for CD developers). Considering the fact that Asim offers coverage of all CD systems, I can overlook the fact it wasn't 100 per cent reliable and got tripped up a few times. That was throwing everything at it; in day-to-day use, you'll never have a problem and if you do, it's only a case of rebooting.

Oh, it also comes with a free Fred Fish Fishmarket CD, in case you thought it was expensive.

The Asim Preferences program gives easy access to all the features of this powerful filesystem.



ASIM CDFS 3

DISTRIBUTOR
Siren Software 0161 7965279

PRICE
£49.99

SYSTEM REQUIREMENTS
Workbench 2,
hard disk recommended.

SPEED ●●●
With so many different file systems to check, it can take some time for a Photo CD to appear, for example.

MANUAL ●●●●
Extensive coverage of every aspect, but a little confusing at times and really needs an index.

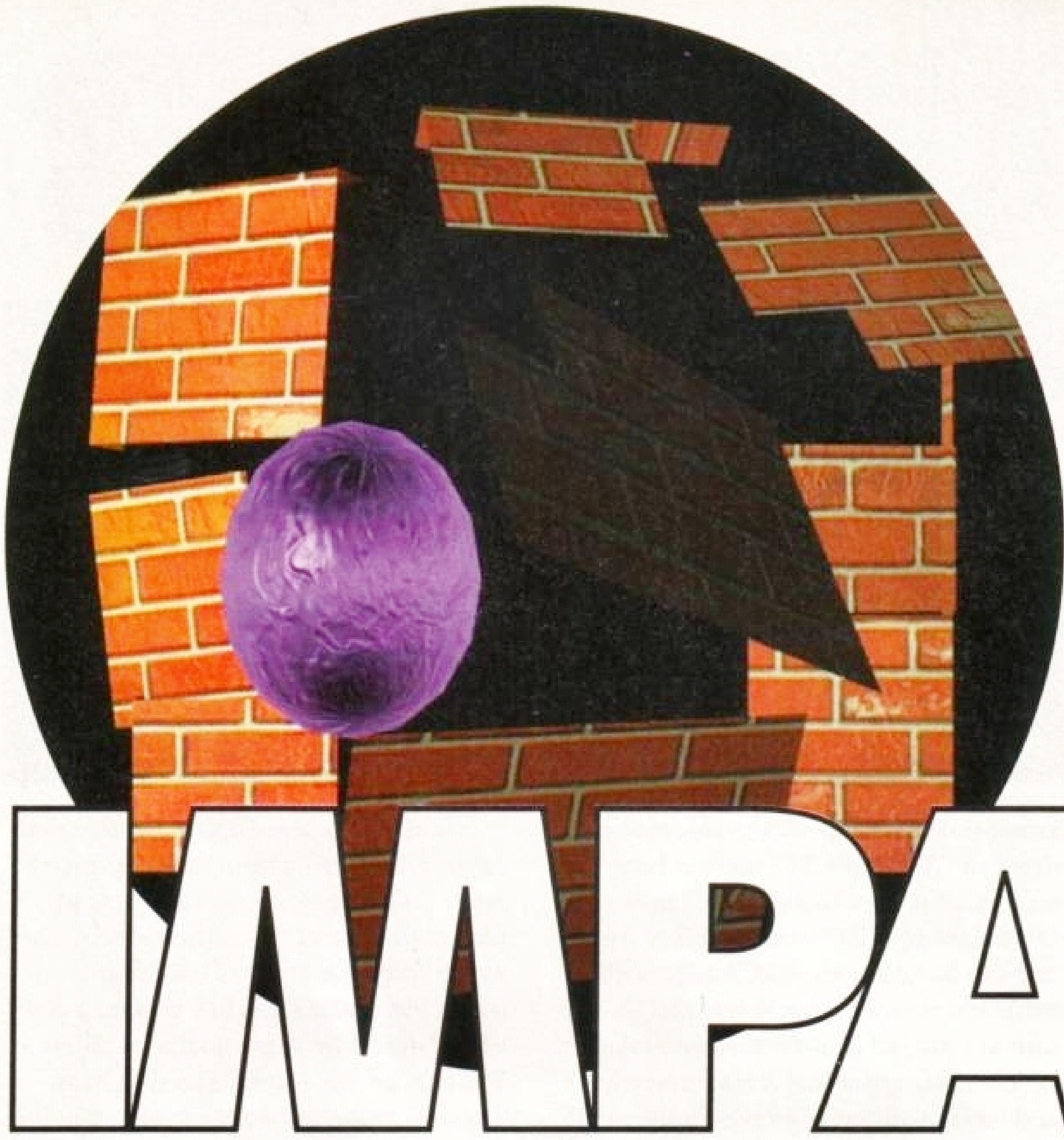
ACCESSIBILITY ●●●●
Installation can be tiresome, but the GUI preferences are brilliant.

FEATURES ●●●●●
Everything you could need. Occasionally flakey, but not enough to really notice.

VALUE ●●●●
It's not cheap, but offers so much that it's a bargain for serious users. Better than just paying for CD32 emulation for example.

"It's staying on my system. That's good enough?"

85%



Running an animated universe is a serious headache. **Graeme Sandiford** knows how to escape this tedium and produce more realistic animations?

IMPACT!

A common, and understandable, mistake that people not involved with 3D graphics make is that 3D artists spend hours studying thick manuals and rendering scenes simply to make nice pictures or animations. Wrong. 3D enthusiasts expend so much effort for the ultimate creative buzz – virtual godhood. There's nothing like creating your own mini universe and animating carefully crafted objects and characters in an environment of your choosing.

However, godhood, like any profession or station in life, has its responsibilities and drawbacks. In most 3D programs you can't tell an object to bounce off the ground or off other objects in their environment – you have to move the object by "hand" to the ground and attempt to emulate the bouncing motion. To put it simply, running a universe is a serious headache, especially in complicated scenes, involving lots of objects.

So, how do you escape this tedium and produce more realistic animations? Well, the best way is to have your 3D package emulate the natural laws of the physical universe, such as gravity, mass, velocity, acceleration, collisions and forces. Unfortunately, LightWave, one of the most popular 3D programs, does not have support for such features.

This is, with the addition of inverse kinematics in version 4, LightWave's only serious limitation and one that is patched by a new program from the US called *IMPACT!*.

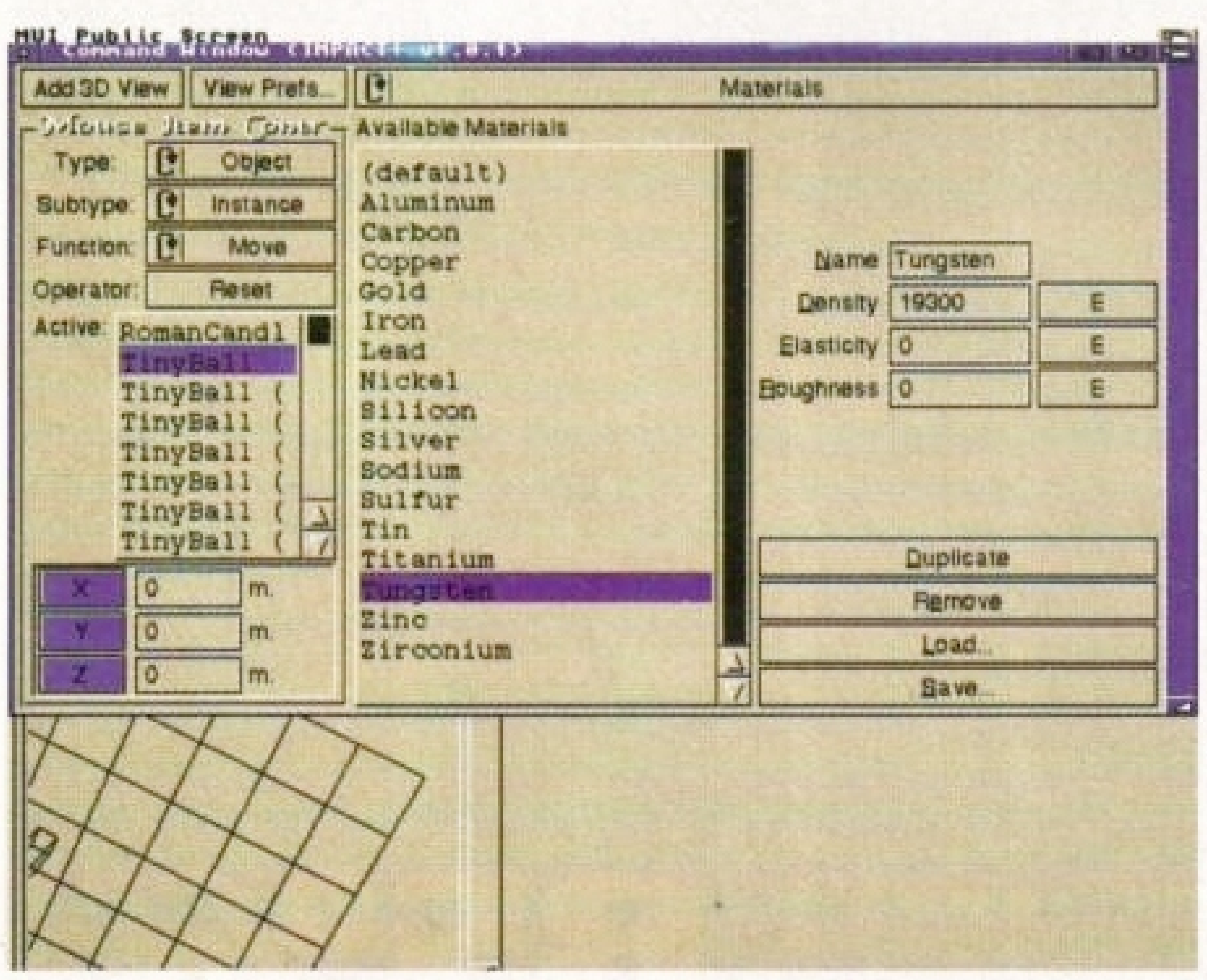
So how does it work? Well, the basic idea behind *IMPACT!* is that every object is given a set of characteristics, such as weight and other material attributes, just like in the real world and is then set free to interact with other objects and forces. A classic example of this is a bowling ball with a given initial velocity hurtling along the ground, hitting some bowling pins, which in turn hit several other pins.

IMPACT!'s interface makes use of MUI and consists of several independent windows and a menu system. The main window is where most of the program's operations are performed, while as many 3D views as you want, or as are practical on your system, can be opened. The program is very similar to LightWave's Layout editor in operation, enabling you to move, rotate, scale or stretch either the camera, a light, or an object with your mouse.

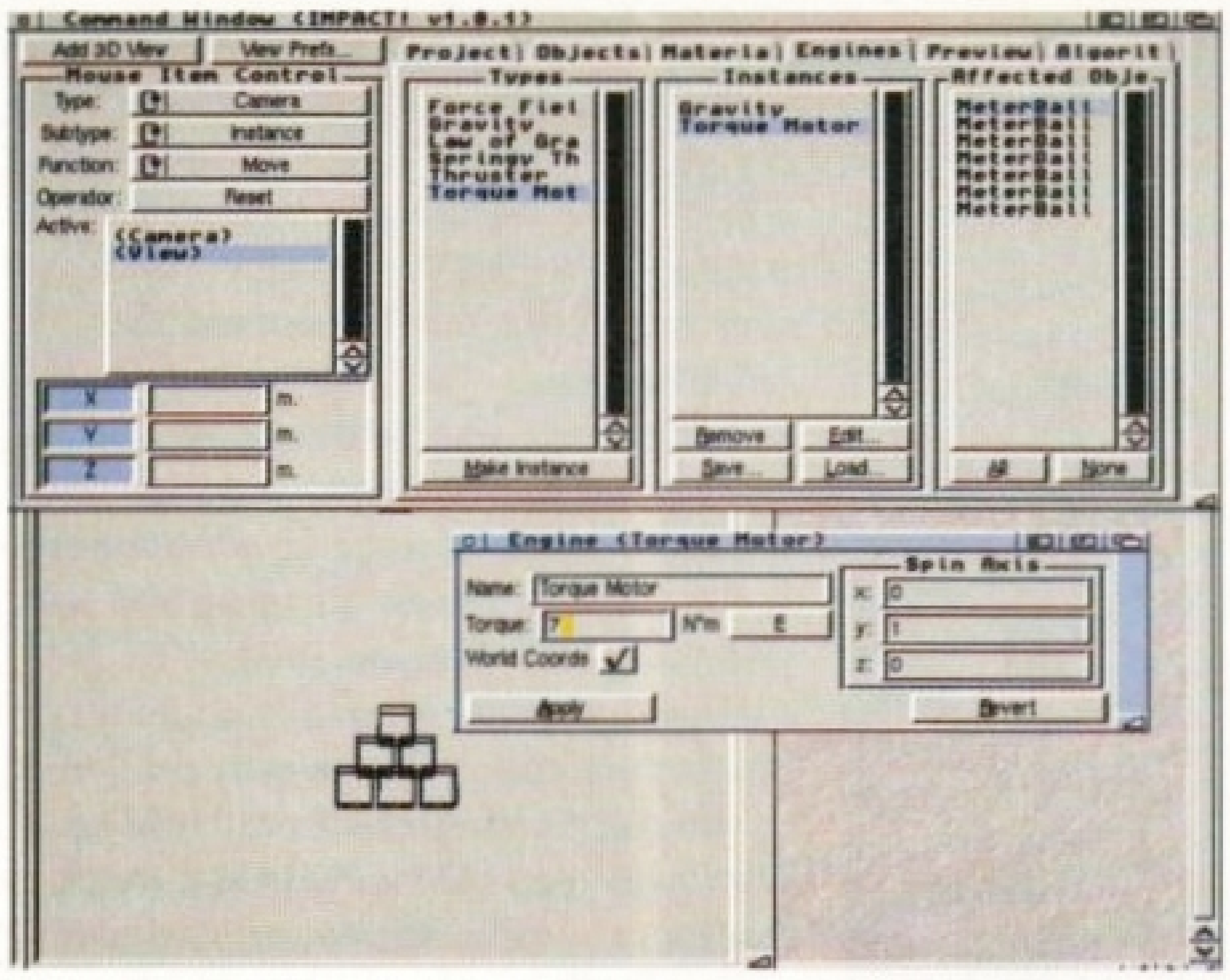
It is possible to load objects straight into the program, but generally it is easier for you to create a scene in LightWave and then import it into *IMPACT!* later on. As well as loading LightWave scenes and objects, the program can also make use of envelopes so that you can determine how an object will behave over a period of time. However, a feature that would have been nice to have, but is missing, is saving motion paths of objects, although this can be solved by exporting your project as a LightWave scene and then saving the motion path.

Once you've loaded your objects into *IMPACT!* the next thing you need to do is to determine how they should behave. As far as *IMPACT!* is concerned there are only two types of objects; keyframe and kinematic. Keyframed objects are unaffected by any of the forces applied by *IMPACT!* and any collisions with objects. A keyframed object on set motion path will knock any kinematic objects out of the way and if a kinematic object collides with a stationary keyframe object, it will bounce off.

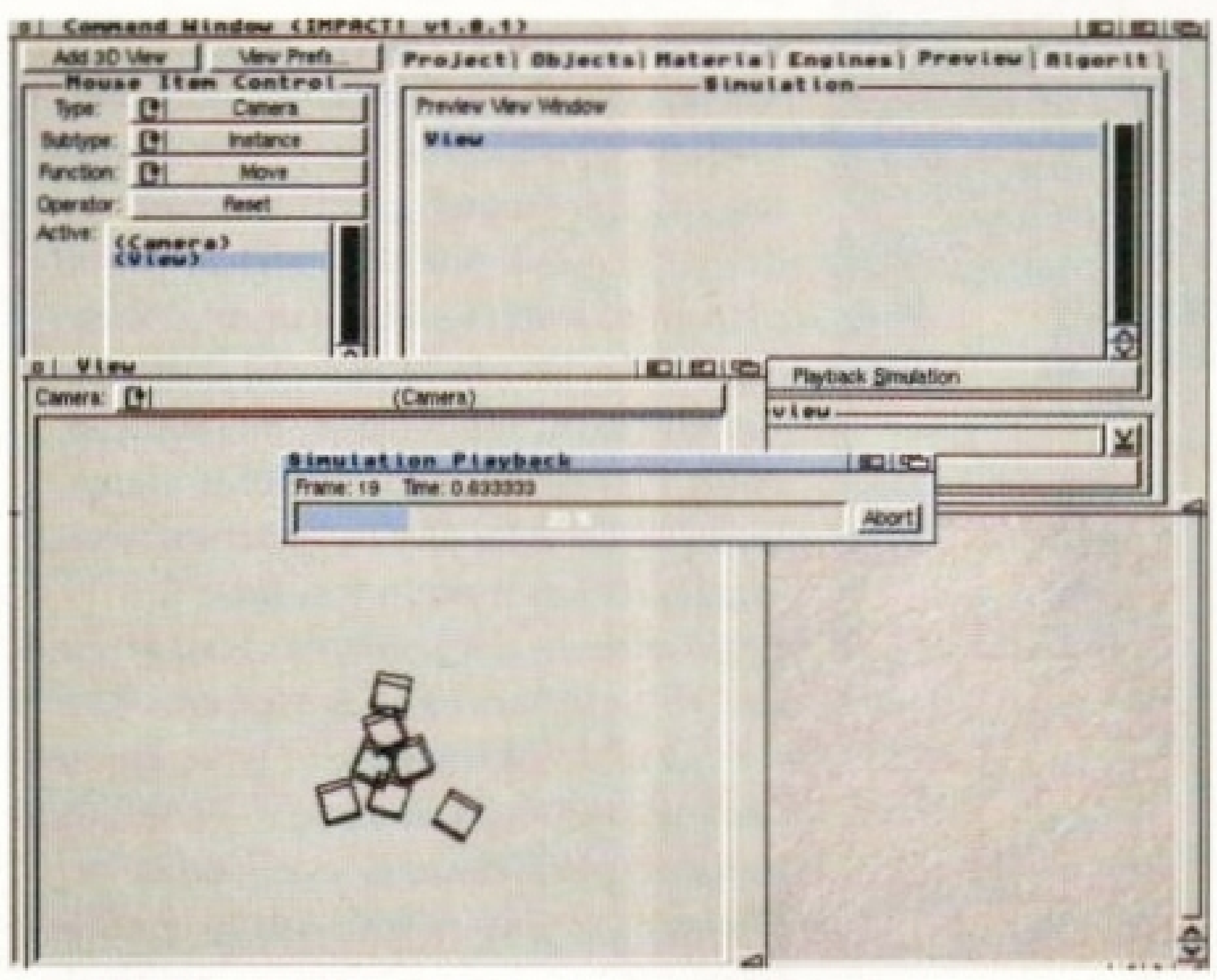
A nice feature is that keyframe objects can become kinematic at any point during the animation by specifying a time in seconds, or on contact with another object. An example of how this could be used is



To accurately calculate motion, all objects must have properties of roughness, density and elasticity, defined in the materials screen.



As well as gravity, many other "engines" may be applied, such as force-fields, thrusters or even a torque motor.



You can position and scale objects, move the camera and generate previews without ever leaving *Impact!*



Speed kills. This car should have known better than to race along at 200 metres per second – especially as Graeme left a big concrete block in the road.

flying a spaceship through an asteroid field and then have it collide and subsequently bounce off an asteroid.

In order to control the movement of kinematic objects, you can either apply an "Engine", set an initial velocity, or combine the two methods. Setting an object's initial velocity is the simplest method and is effectively an object in a particular direction. To specify the direction, you are given control over both the objects linear and angular velocity which determine the objects direction and spin respectively.



The engines are one of the program's most powerful features. The manual describes them as "motion behaviour generators", which essentially means they determine an object's motion through external forces. In *IMPACT!* these engines can be applied to some or all of the objects.

The most obvious engine is gravity which acts just like gravity on a planet – it pulls objects along a given vector (for example, straight down). By default this is the same as Earth's, but you can create your own gravities, even anti-gravity. A related engine is gravitation which is based on Newton's Law of Gravitation – in layman's terms, the way that the planets attract each other.

The force field engine is a radial force-generator that can either attract or repel other objects. As you might expect, it also exerts a reactive force on the objects it's attached to – unless the object is keyframed. This engine is great for creating explosions.

The thruster engine essentially pushes an object in a direction. However, as the direction of this force is based on the origin of the object, it makes them move as if an engine were attached.

The torque engine is a turning force applied to an object relative to a specified axis. Continued application of this engine will cause an object's rotation to accelerate.

The last pre-defined engine is a weird one called springy thingy. This makes the objects behave as if they were all connected together by springs; like I said – weird.

Another way of governing the behaviour of objects is by giving them materials. These contain information about an object's density, elasticity and roughness.

The density will effect things such as gravitational engines (the program also works out the object's mass from this, as well as its volume), the elasticity will determine how bouncy an object is and roughness will be a factor in evaluating friction.

Two other great features of this excellent program include algorithmic control and a collision shape option. Algorithmic control enables you to control the movements of a group of objects as a body with formulas. The collision shape option enables you to force complicated objects to be replaced with a sphere or a rectangle and thereby speed up collision calculations considerably.

This program is more than simply a cleverly thought-out piece of maths – it's an application that transforms LightWave into one of the most complete 3D animation systems available today.

IMPACT!

DISTRIBUTOR
Activa UK 0181 402 5770

PRICE
£164.50

SYSTEM REQUIREMENTS
LightWave, WB2+,
6Mb recommended

SPEED ●●●●
The frames are generated very swiftly indeed, unless large numbers of objects are involved.

MANUAL ●●●
The documentation, such as there is, is good and the readme text is funny and informative.

ACCESSIBILITY ●●●●●
It should be at least as easy to use as LightWave – perhaps easier for some.

FEATURES ●●●●●
The engines supplied will fulfil the needs of most "real-world" situations. It does require some practice to set up all the conditions correctly, though.

VALUE ●●●●
It seems pricey, but a lot of work has gone into making this software. You might expect a better manual though.

"Anti-Gravity have brought the real world to your copy of LightWave."

87%



Take an ordinary shot of a crowd and subject it to some of the filter effects and... voilá!

XiPaint

A 24-bit true colour paint package with layers. On CD. At a reasonable price? Surely this is too good to be true? Nick Veitch investigates.

The growing acceptance in Germany that the Amiga is still a force to be recognised, and the faint whiff of a feelgood factor in the UK, have led to some interesting products, which have long been stalwarts of the market in Germany, being finally translated for the English-speaking market.

XiPaint is not really an introductory paint package, it is supposed to be a high end, true 24-bit painting engine. I say *should* be, because one of the first things you notice is how many features, considered standard on "lesser" packages, are not present at all in *XiPaint.*



The CD comes complete with many example pictures and brushes, from raytraced images to textures and photographic images such as this.

XiPaint is very modular. Each of its requester screens is essentially a separate task, so you can be changing your colours whilst waiting for the airbrush tool to finish. Believe me, this can take time. Unfortunately, although there are some very undoubtedly great features in *XiPaint,* it is also missing a few of the basics. It seems to have been constructed in a modular way by several people, all writing code for routines they wanted to add. This means that bits they didn't want to do are missing. But lets not be too hard on it yet.

One of the tremendous things about *XiPaint* is its screenmode support. It can run on virtually anything and still give you a fairly realistic image. Although it works internally on 24-bit image data, this is dynamically rendered to various screenmodes from HAM up. Obviously the HAM and HAM-8 (AGA machines) modes are slower than true colour ones, but they still work.

USEFUL LAYERS

One of the most interesting features is the layer support. Layers are very useful for putting together composite images. Say you have a picture of an attack helicopter and you have a background picture of some Colombian drug farm. Stick them on layers and not only can you composite the image, but you can easily reposition the helicopter many times without having to generate new images. It's as though you have the helicopter on a transparent background and you can just move it around.

Well, that's the theory. In reality, to use the layers you do have to generate a new composited image every time, by selecting the layers you wish to combine from a list and then selecting a gadget which generates a new window for the composited image. This doesn't really bring it that much further on from more traditional methods and can't really be compared to the layers ability of TVPaint, for example.

The file import routines are a bit suspect too. I had a perfectly valid Targafile, which both AdPro and ImageFX were happy with, but which kept giving errors on *XiPaint.* The default format for *XiPaint* is a strange

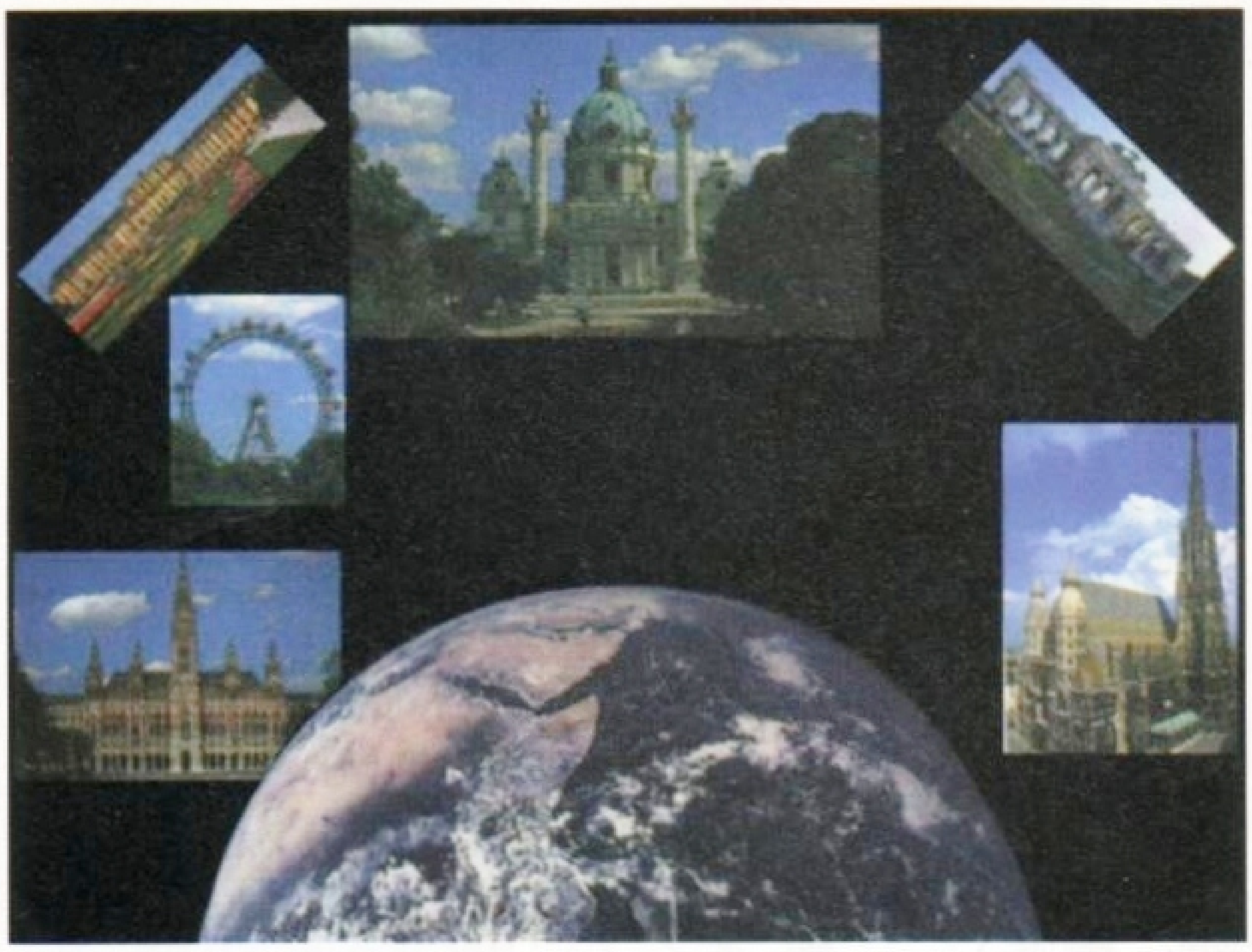
LIKE A CIRCLE IN A SPIRAL

As *XiPaint* follows such a modular design, most of the actions are carried out by semi-autonomous requesters. This means you can have the colour, brush, pen, layer and load requestors open at the same time, as well as many others.

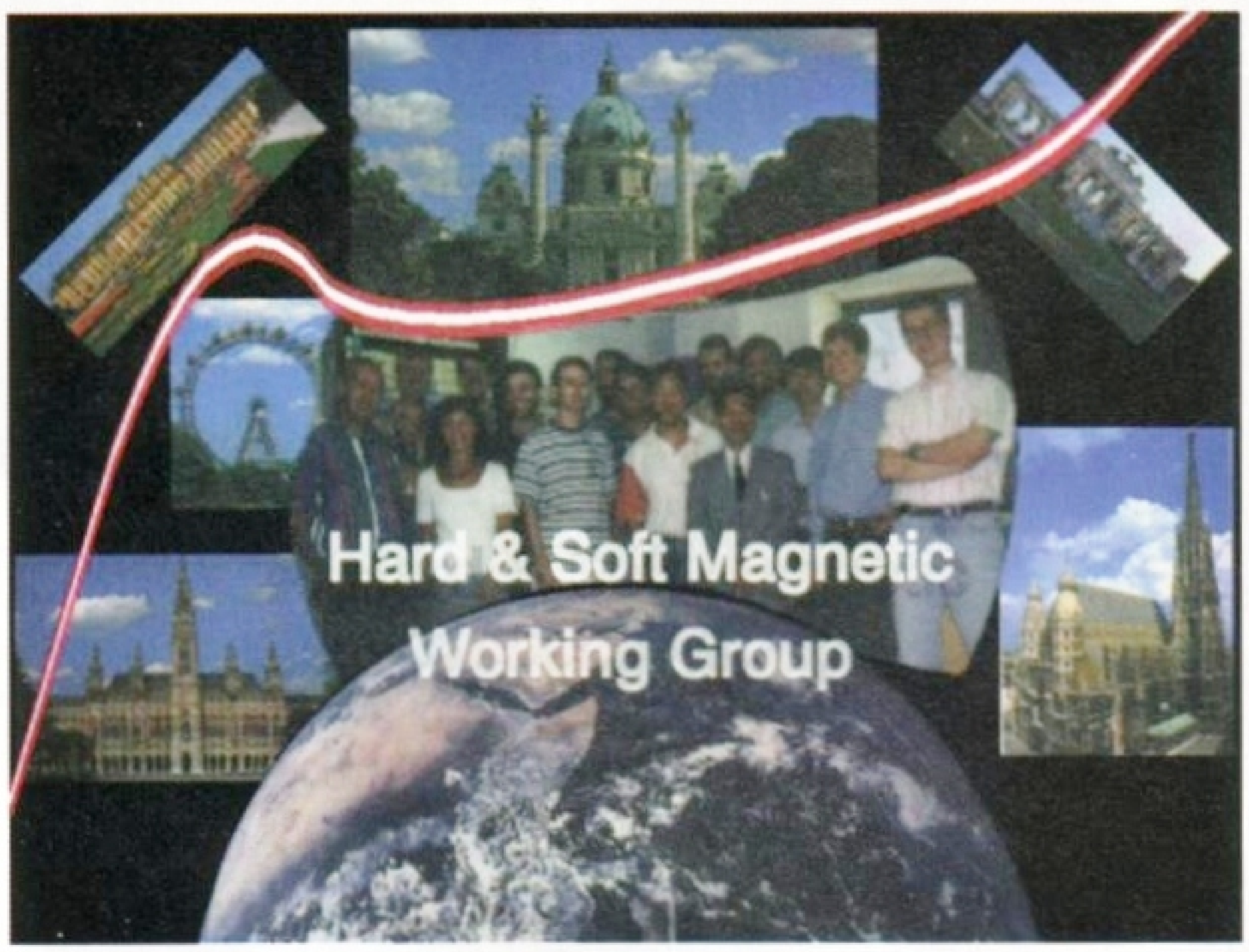
Although this can be vaguely advantageous, the requestors soon clutter up the screen and flipping between them can be a pain, especially if you are using a HAM-8 display, because they do take a while to redraw properly.



The toolbar is also a separate window, which can be moved around and even be resized, so you can position it exactly where you like it. It does need to be quite big, though, because most of the icons are confusing enough without the added disadvantage of being only 2mm high.



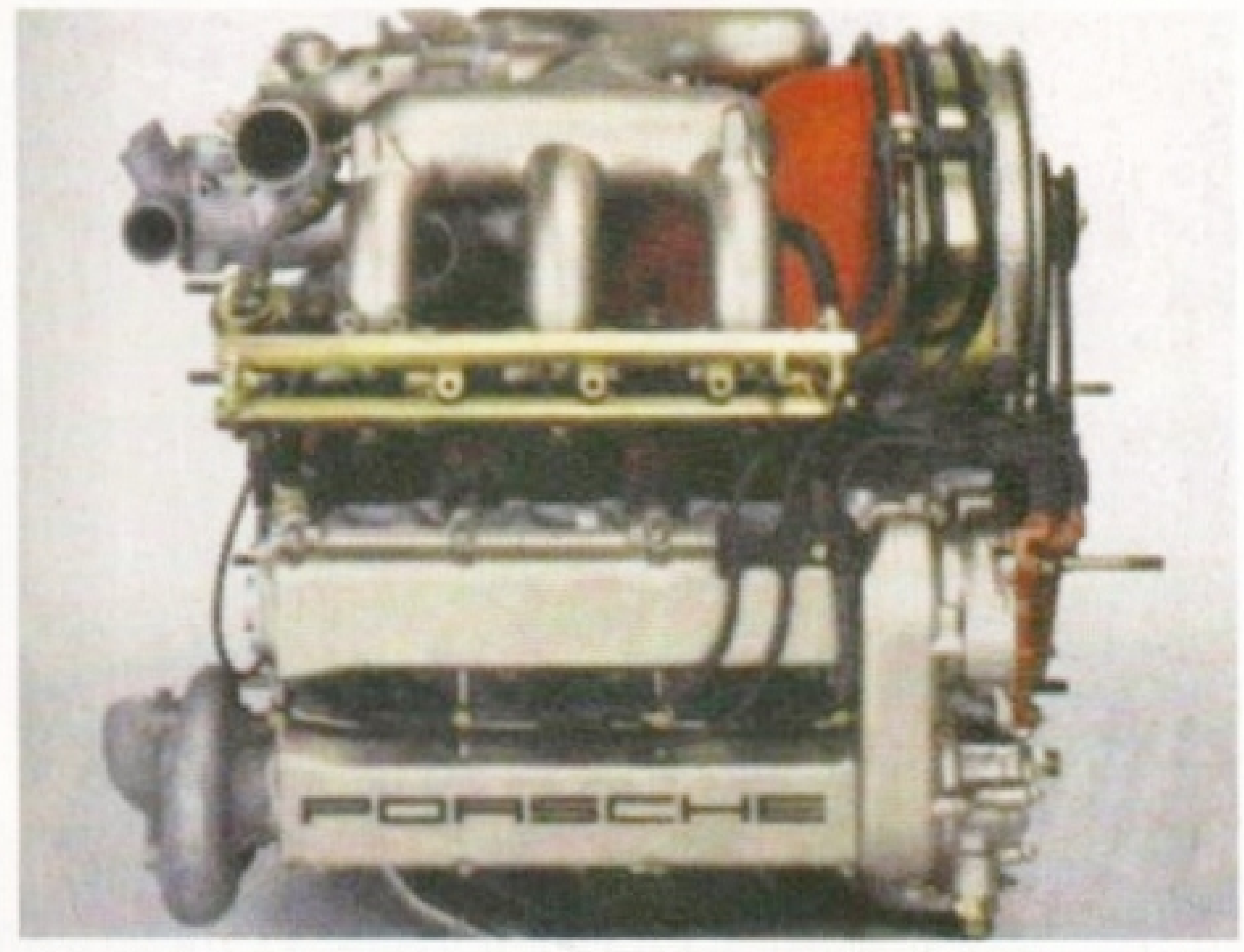
This is the starting image for a demonstration of the layer function. Actually, this is one of the images that is supplied on the CD.



By setting up the transparency map, we can place other images over the top of the background, using the layer panel. There are many ways in which you can combine layers.



After the masked layer is done, a further background colour is added. It is not exactly simple, but it certainly does work. Perhaps the next version will have a preview mode.



Although there are certainly plenty of filters in XiPaint, it is more of a paint package than an image processor.

hybrid, which includes a preview image.

Now, while it may be important to have a custom image format to save images (which may contain a number of layers in the case of projects), I think it is only fair that a Datatype is included, so other packages have a slim chance of being able to use them. ImageFX has preview icons, but saves them out as a separate file, for instance, which every other graphics package can safely ignore.

Thankfully, *XiPaint* is available on CD, something which is to be commended. The CD includes plenty of example images and brushes; the only minus points involved here are that it can take quite some time to read a directory, because the requester seem to take ages to find and extract the previews for all the files.

This sounds like a terribly negative review, but I don't mean it to be – it's just that potential purchasers should be well aware of the limitations. On the whole, *XiPaint* is actually quite a tremendous package with a lot of potential.

While there is a sense of it not being quite finished, it is certainly operational, functional, and capable of some very impressive results. It is perhaps more of an art package in the traditional style than anything else. It is a lot easier to find similarities with DPaint than with the likes of Photogenics.

XIPAINT

DISTRIBUTOR
MacroSystem

PRICE
£50

SYSTEM REQUIREMENTS
CD-ROM,
4Mb recommended

SPEED ●●●●
It handles 24-bit graphics admirably. Some functions seem slower than they should though.

MANUAL ●●●
The CD version has all the documentation on disk, as well as on-line help files, but it's far from complete.

ACCESSIBILITY ●●
Not something that we would recommend for beginners, but why don't you try the shareware version first.

FEATURES ●●●
Some remarkably useful features and some which just haven't been thought through enough.

VALUE ●●●
Try out the shareware version first. This price includes a wealth of images and brushes on CD.

"A worthy example of how far you can go with an open mind, but it needs more work."

74%

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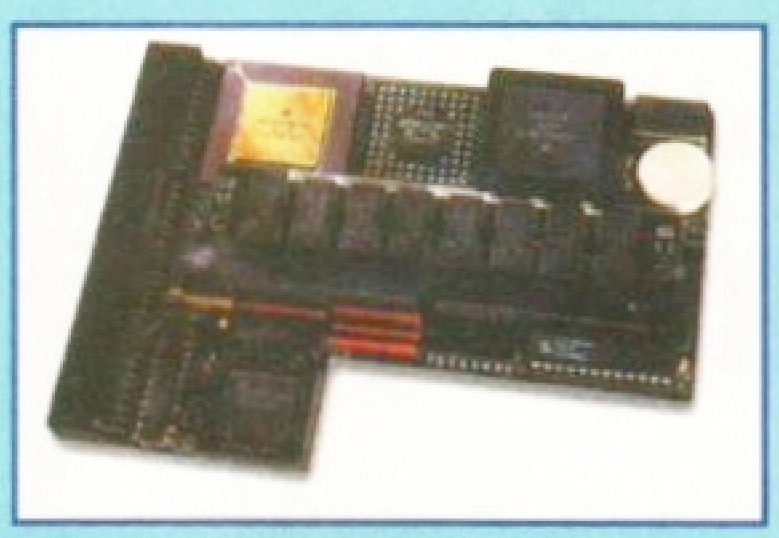
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Are we seeing things, or is this a new Amiga product? At last.

The first official Amiga product since the demise of Commodore is a new monitor. David Taylor takes a look at the...

Amiga M1438S

At last, Amiga Technologies has launched a new product. Hurrah! Is it one of the long-awaited new generation of Amigas that we all want to save our world? Nope, it's a monitor. In fact, it's someone else's (Microvitec) monitor rebadged by Amiga Technologies.

I think it's important, when considering this new peripheral, to recognise the flak Amiga Technologies are going to get. Everyone wants a new range of Amigas. The users (you lot) want it, the media (us lot) want it and the businesses (them lot) want it. So, the release of a monitor, one not even made by AT, is going to get some stick, which is a real pity, because it's not a bad monitor at all.

Yes, this monitor is a stereo version of Microvitec's 1438 – same specs, everything. However, before slating AT for just stealing a monitor, it should be remembered that some of Commodore's monitors, which were really good, were actually no more than rebadged monitors from other manufacturers. So this monitor, in my opinion, stands or falls on its own merits. Forget the other stuff.

The best thing about this monitor, for the majority of Amiga owners is that it is just a case of plug-and-play. You put the stereo leads from the Amiga to the audio in of the monitor, connect the 23-pin connector directly to the monitor port of the Amiga and connect the power. Unlike some monitors, there is no need for an adaptor.

Unfortunately, this is both a good and a bad thing. Had the monitor come with a 9-pin connector and an adaptor, it would have been possible to connect it directly to display cards (like the Picasso) whose display modes the monitor can theoretically show, but would have meant using an adaptor to plug into the standard Amigas.

NOT A CRITICISM...

AT could be criticised for producing a monitor that wasn't even designed for Amiga owners. However, whilst 9-23 pin adaptors are bulky and annoying, at least they exist. The manual, although worded in a very muddled way, suggests that users needing 9-pin input should get an adaptor – er, where from? Perhaps they could offer 9-pin versions specially to order, although that would doubtless be expensive.

The answer then seems to be that this is a monitor for normal Amigas. If you want to use an input different to the standard Amiga, don't get this monitor. That's not a criticism. Complaining about that would be akin to buying some computer speakers and then saying that using them with your Hi-Fi was useless.

The picture quality of the M1438S is adequate. I prefer it to the old 1084 that I was forced to use when Nick stole my other monitor whilst I was away (damn his oily hide!). Thankfully, it can show all modes including Productivity, which I don't personally use but on occasion receive pictures in. If you can't display them, you just lose the screen, which is annoying and means you end up converting the image, which is time-consuming.

One downside is that the space between horizontal scan lines is visible, but the display is clear and better than some older monitors.

The sound output is fairly standard. It sounds OK, would be fine for games, but is nothing compared to putting the audio through a stereo.

The monitor has all the controls on the front, making them reasonably accessible, although their size makes them a bit fiddly. While there are horizontal centring and vertical size controls, there isn't a vertical centring control, which would have been useful. It also comes on a swivel stand, which makes tilting the display possible.

All in all, this is a compact and competent product. It won't revolutionise the world and there are other criticisms that could be levelled. Why, for instance, when the monitor has a 23-pin connector does the documentation show a 9-pin connector? Sloppy. The lack of composite input, available on the old Commodore monitors, is also a little disappointing. However, you've got an Amiga and you want a general monitor that's easy to use? This is a possible (but not a definitive "the") answer.

AMIGA M1438S MONITOR

DISTRIBUTOR
Silica 0181 3091111
And many others.

PRICE
£299

SYSTEM REQUIREMENTS
An Amiga

MANUAL ●●●●
Some oddities, but the inclusion of the Signal Lead Connector Information box redeems it. It's also multi-lingual.

ACCESSIBILITY ●●●●●
If you can't connect this, you are dead. See a doctor.

FEATURES ●●●●
Could be criticised for lack of connectors, but has nearly all the brightness and so on controls you would want.

VALUE ●●●
Reasonable price, probably available for less than the RRP, making it a good buy.

"Nice monitor, but not a revolutionary product by any means."

80%

Link It!

Two heads are better than one, or so they say, and the same goes for computers – perhaps even more so. Graeme Sandiford finds out.

Having more than one computer certainly has its advantages; it means you may have twice the resources – another processor, hard disk, or CD-ROM. However, to get the maximum benefit from a two-computer setup, you'll need a networking solution, which is just what Link It! is.

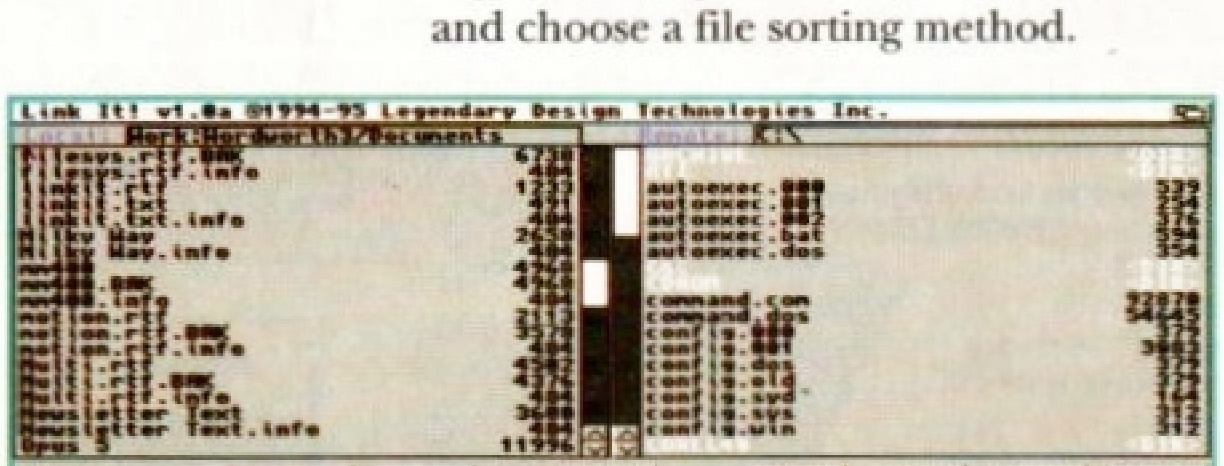
Nowadays, there are so many networking options that it's hard to find a solution to suit your needs and budget. Should you get an ethernet connection that provides a fast but expensive connection for several machines, or perhaps a cheap and cheerful serial link? Then you need to make a decision on what software you'll be using, which is especially difficult if it involves machines of different platforms.

Link It! falls more closely to the cheap and cheerful category and provides a simple and cost-effective connection between two machines. This can either be between two machines of the same kind – Amiga to Amiga, or PC to PC – or differing machines. In order to do that, Link It! comes in two flavours Windows and Amiga.

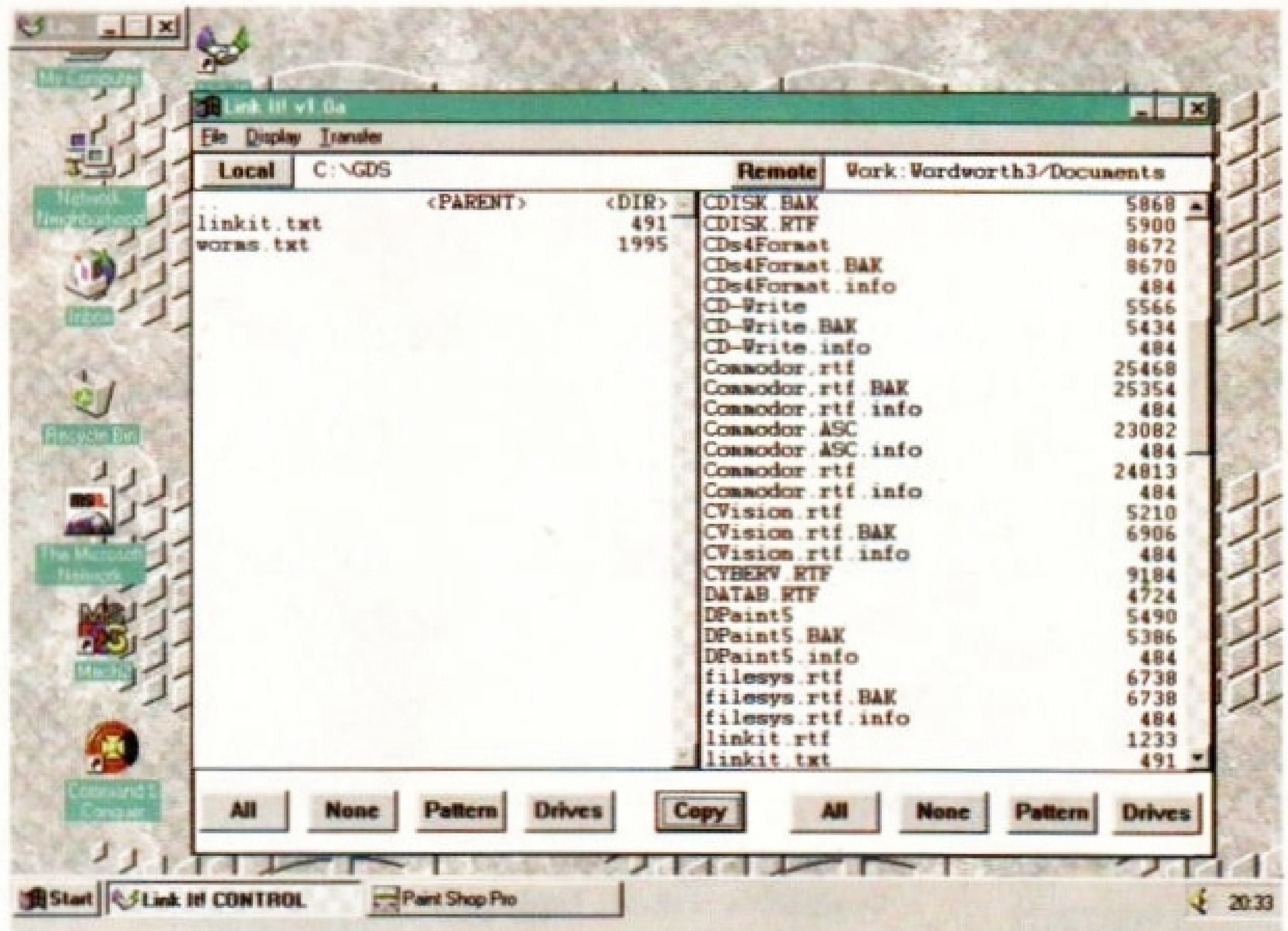
Installation was surprisingly easy, even when connecting a PC to an Amiga you simply connect the machines with the cable of your choosing, serial or parallel, and then install the software - five minutes hassle-free work.

Once installed and running, you can copy files from systems using a simple Directory Opus-like interface that lists the files on both local and remote machines in separate windows. You are given access to all of the available drives, including the RAM disk and CD-ROM drives.

You can select files by clicking on them, performing a Select All, or using a wildcard filter. It is possible to keep a log file to keep track of your activities and choose a file sorting method.



A file manager style front end ensures (almost) fool-proof transfers.



If you really must, Link It! will connect to a PC to transfer files to a decent Operating System.

The performance of Link It! depends on the lead you use to connect the machines, because a parallel link is usually quite a bit faster, although Link It! supports serial transfers up to 115200 - providing your machine is up to it, of course. A useful transfer-related feature is a time and size estimate, which will give you an idea of the total size of the files you want to copy across and how long it should take.

Another useful feature is being able to execute programs and ARexx scripts on a remote machine, although this only works with an Amiga to Amiga connection. However, perhaps the most unique feature of Link It! is its ability to convert different types of files as it transfers them. To do this, it uses external programs – either the ones supplied with it, mainly graphics-related programs, or your own.

There you have it, Link It! is a flexible, yet easy to install and use, networking system. It is not quite as transparent to use as Sernet or Parnet, which create a network directory, but is a darn sight easier to install and requires no technical knowledge – if you can use a file manager, you can use Link It!. If you want a simple way to transfer files between two machines, this is one of the best no-fuss ways of doing it.

LINK IT!

DISTRIBUTOR
Activa International & Anti Gravity Products Europe 0181 402 5770.

PRICE
£45-50

SYSTEM REQUIREMENTS
Windows 3.1 or '95 for PCs

SPEED ●●●●
Although it is not as fast as an ethernet connection, it is as fast as your parallel ports can go.

MANUAL ●●●●●
Even though the program is a doddle to use, the manual is still very good without being tedious.

ACCESSIBILITY ●●●●●
True plug-and-play, even on a PC.

FEATURES ●●●●
Does all you can expect from a file transfer program and even converts files for you.

VALUE ●●●
It is a little pricey compared with other serial and parallel systems, but, on the other hand, is much easier to use and also more flexible.

"A simple, no-fuss way to transfer files between two machines."

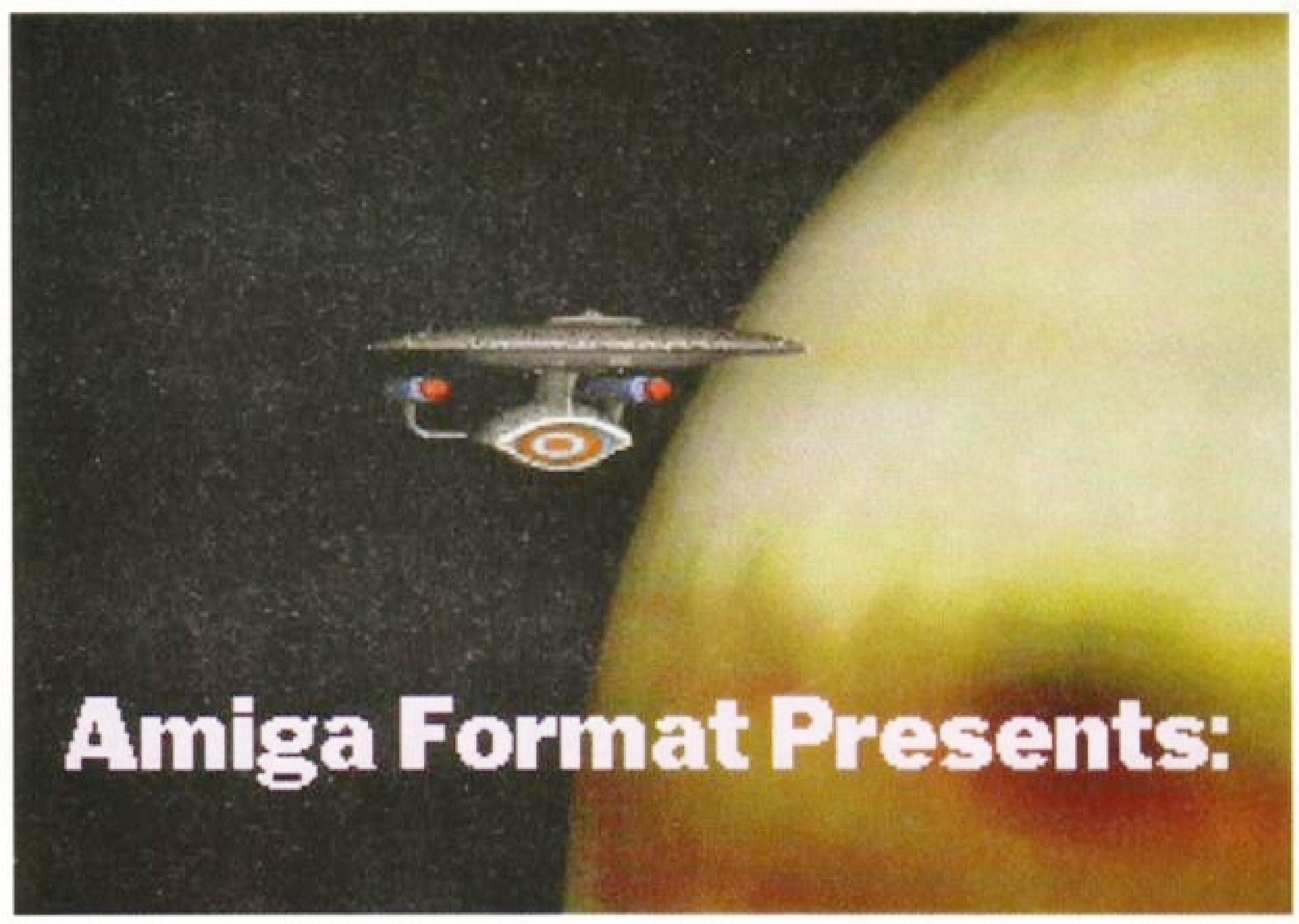
90%

MainActor Broadcast

Created loads of animations and looking to edit and play them back? This could be the solution according to John Kennedy...

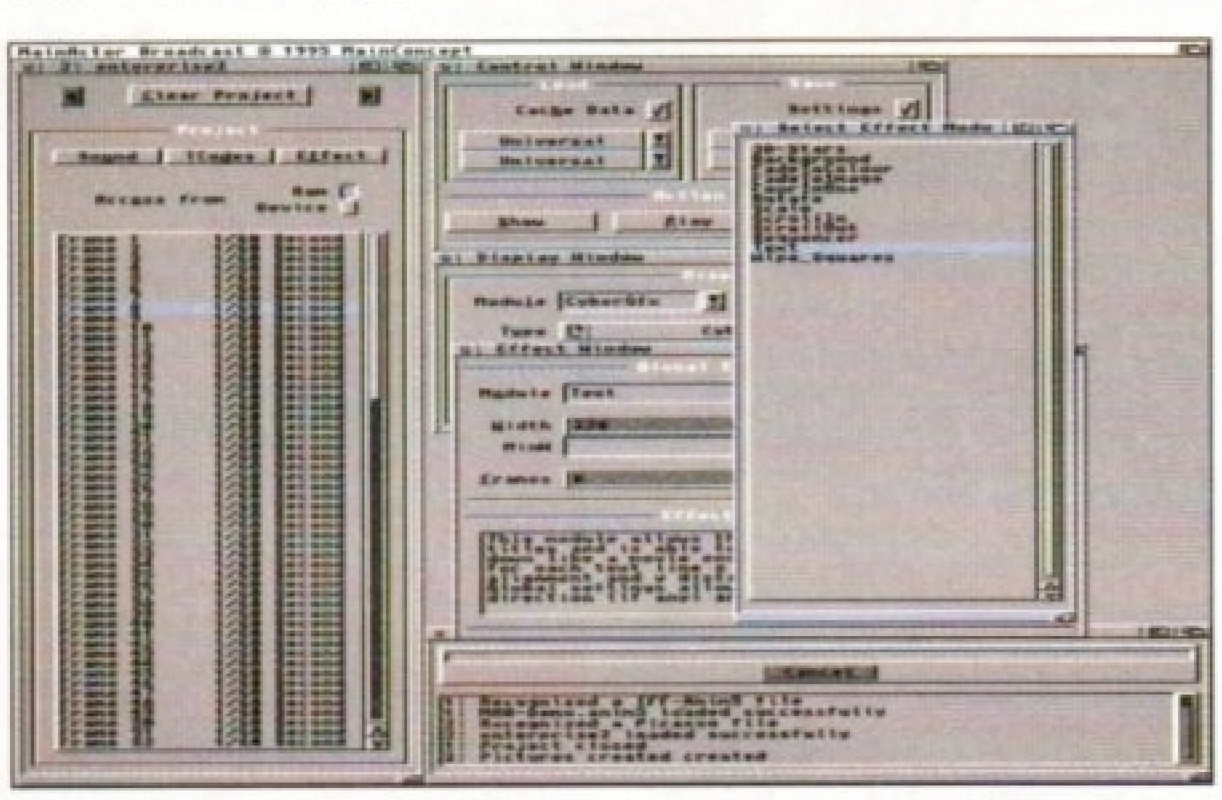
You might have thought that playing animations on the Amiga was pretty straightforward, especially as we have been able to use the ANIM format for many years now. Unfortunately, as anyone who has tried to create anything other than a simple cartoon in Deluxe Paint will tell you, all is far from perfect.

With the advent of the AGA chipset, images can now contain 256 colour palettes, with even more colours in HAM-8 mode. Faster processors and the growing number of graphics cards has encouraged the creation of new formats such as ANIM7, but for most users interested in graphics and animation the desired end result is simple. We all want images which are as large and colourful as possible, replayed as fast as possible for as long as possible. Tricky, but it *is* possible.



Various effects can be added to animations – as well as scaling, rotating and fading it is possible to overlay and scroll text.

MainActor Broadcast is the latest of the "*MainActors*" series, which started out as shareware products and now join the ranks of expensive graphics software. It's certainly a program which is long overdue; I for one have been eagerly awaiting a program with the same list of features.



With lots of windows open, the display can get cluttered – however, it only takes a short time to master the program completely.

First and foremost, *MainActor* is an animation manipulation utility. It will load all formats of Amiga animation and allow the frames to be saved back in a different format.

For example, you can use it to update all your ANIM5 images into ANIM7, which play back a great deal more smoothly. *MainActor* will also load a lot of animation formats which are entirely alien to the Amiga: FLI, FLC and QuickTime animations can also be loaded and dealt with as required.

Rather than dealing solely with pre-rendered animation files, individual images can be loaded and combined to create new animations. Alternatively, animations can be loaded and re-saved as separate, still images. Whilst the frames are in memory (or, more likely, cached into memory, with the frames themselves on disk), you can cut and paste them around.

The caching process means that accessing each frame is a lot faster than in previous versions, without the need for the memory to hold the entire animation in one go.

If you happen to have one of the big graphics cards, you will be beside yourself with joy (well, I was anyway). At last you can load and save animations in a special format to make the most of the "chunky" graphics format which often plays back images much faster than the native Amiga chipset is capable of and in up to 16 million colours.

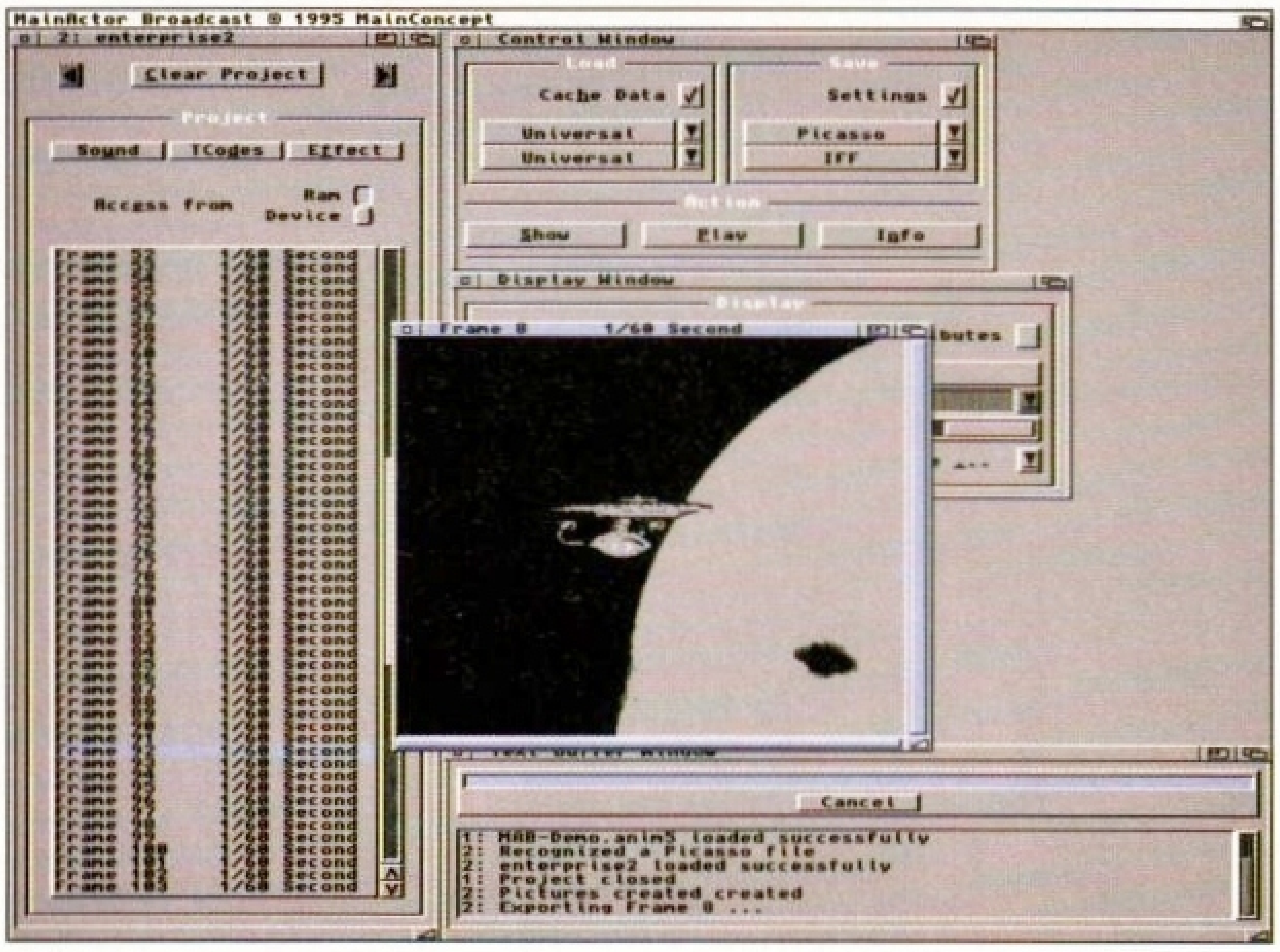
LOADING AND SAVING

MainActor Broadcast can load and save animations and images in many different formats. This means that animations created on PCs can be loaded and processed as though they were native Amiga files. It also means that you can create animations that PC owners can replay on their systems.

Loading formats: AVI, DL, FLI, IFF, IFF-Anim5, IFF-Anim7_32, IFF-Anim8_32, IFF-AnimJ, Merlin, PCX, QT, Universal, BMP, FLC, GIF, IFF-Anim3 IFF-Anim7_16, IFF-Anim8_16, IFF-AnimBrush, JPEG, MultiPic, Picasso, Retina.

Saving formats: AVI, FLC, IFF, IFF-Anim7_16, IFF-Anim8_16, JPEG, Picasso, BMP, FLI, IFF-Anim5, IFF-Anim7_32, IFF-Anim8_32, Merlin, Retina.

Graphics cards supported: Picasso, Merlin, Retina, CyberGfx.



Animations can be previewed on the control screen, or on any other display which is present in the standard Amiga display list.

EFFECTS

For the first time, *MainActor* now supports special "effects modules" that will process the individual frames which make up animations. The result of the effects can be previewed before the animation is saved to disk.
The supplied effects include:
3D Stars – Create an animated 3D starfield effect.
Background – Place another animation project in the background, with a user-definable "invisible" colour.
FadeToColour – Cause the animation to fade to a user-defined colour over a number of frames. Useful for fading out to black, or producing "flash" effects.
Rotate – Spin the animation around the X, Y, or Z axis.
Sequencer – Combine several animations into one. These can all be saved out as one complete file.
Text – Add text in a font and colour of your choosing. The text overlays the animation and can be scrolled, or rolled up and down the screen. Perfect for titles.
FadeToImage – Mix one animation project into another; a great effect to mix several animations.

Of course, loading and saving is all very well, but there is that little matter of playback to take into consideration. Previous versions of *MainActor* seemed to take an instant dislike to my PicassoII card once I had installed the third party drivers, which are part of the "CyberGraphics" package.

Happily, all is now well and animations will play back very smoothly indeed. The key is to load the animation in whatever format it comes in (ANIM, FLI and so on) and then re-save in a form optimised for your particular graphics card.

When next loaded, it will then replay at a blistering rate and, if your card has a video encoder available, you can play back the animation directly from memory or hard disk to video tape with excellent results. It's still impressive what an Amiga can do when you give it the right tools.

For that finishing touch, *MainActor* will now support sound with almost as much flexibility as graphics. You can pre-program a sound sample for each frame or play back almost any music MODule file – there are a large number of libraries for replaying standard, compressed and extra high-quality modules. If you are recording to video, adding a synchronised soundtrack in this way can really add a touch of class.

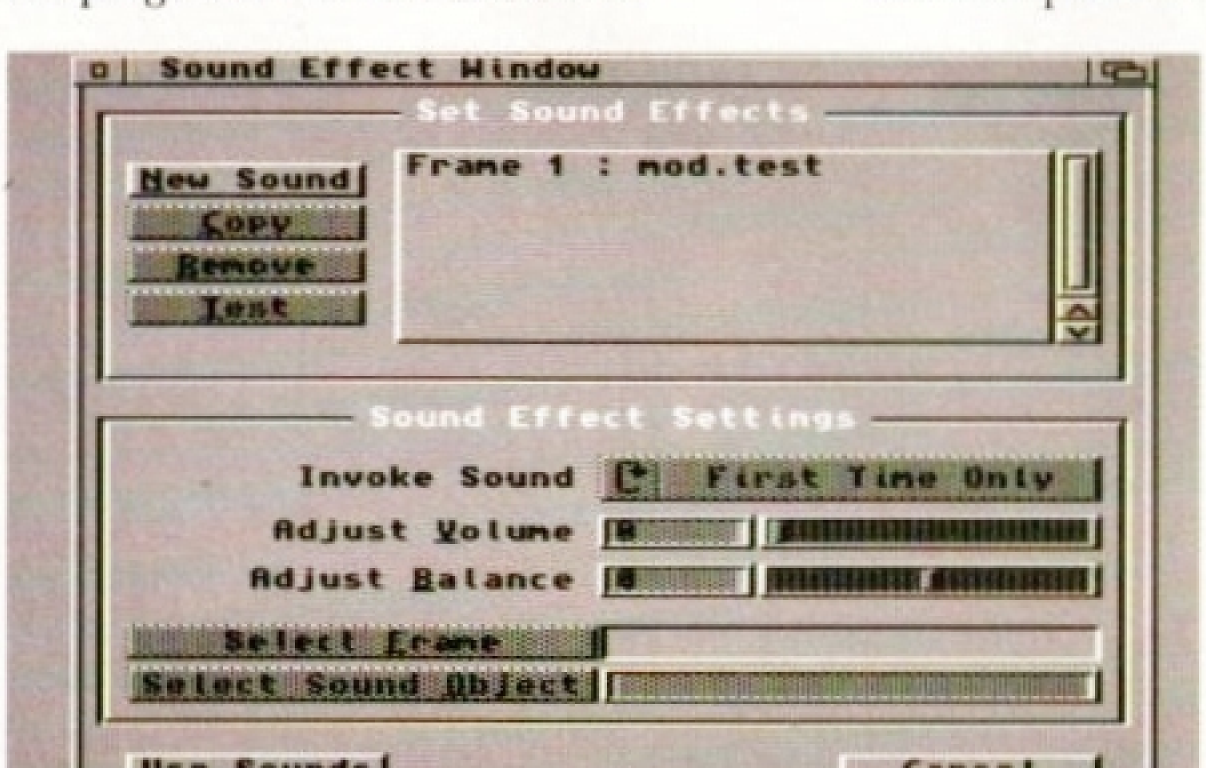
It would be nice to see some way of keeping sound effects and sound modules separate, so that a tune could be playing as well as frame accurate spot effects, but that would really require a new MOD standard which is beyond the scope of an animation editor. In fact, *MainActor* is getting close to a multimedia program.

It is still considerably different from a program such as SCALA in many important ways – there is no scripting language, interactivity or external control options – and this is a good thing. It's better to concentrate on one particular field than try to master them all. *MainActor* is an animation processor, not an authoring tool.

MainActor really pushes the Amiga's ability to replay animations about as far as it can go with the current level of technology. About the nearest competition to its editing facilities is FRED, the Frame Editor which comes with Art Department Professional. For playback, the Clarissa system is great for Amiga graphics mode animations, although it lacks support for alien file formats and graphics cards.

Sadly, development of AdPro has ceased which means that despite the lack of FRED's neat graphical display, *MainActor Broadcast* is now an essential piece of Amiga animation software. Ideally, you would have all three systems at your disposal, but if you could only choose one, *MainActor Broadcast* could well be the wisest choice.

The display might seem a little sparse, but that is only because all the features are positioned behind buttons and in menus. This is a really powerful program, with many options for further expansion. There is no doubt that it is expensive for what is an animation utility, but it is also an excellent program that many Amiga users have been waiting for.



Sound effects (including sound modules) can be added for each frame in the animation.

MAINACTOR BROADCAST

DISTRIBUTOR
Blittersoft 01908 261466

PRICE
£199

SYSTEM REQUIREMENTS
512K RAM and OS2.04 (Hard drive, more memory and graphics card recommended, though not essential)

SPEED ●●●●●
Very fast replay speed, especially with graphic cards.

ACCESSIBILITY ●●●●
Pleasant screen layout, although a graphical editing option would be easier to use.

FEATURES ●●●●●
Understands dozens of file formats, plug-in software modules for special effects and good sound support.

VALUE ●●●
Pricey for a graphics utility which in an ideal world we wouldn't need. In reality, it's absolutely essential.

"Pushes Amiga animation capabilities that little bit further."

90%

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M025 MONEY FOR NOTHING - DIRE STRAITS hit song
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M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M147 BANGLES - Walk Like An Egyptian
M150 TIFFANY - I Think We're Alone Now
M171 MADONNA - Like a Virgin
M173 JANET JACKSON - Rhythm Nation
M177 PET SHOP BOYS
M184 SAM FOX - Please Me
M186 MADONNA - Like a Virgin
M188 JOE Le TAXI
M189 MICHAEL JACKSON Smooth Criminal
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M335 STAR TREK & STAR TREK NEXT GENERATION (2)

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U792 PRINT LABELS print disk labels/banners
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U794 SEIKOS STUDIO for all Seiko printers. More specific printer driver for the above printer
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U734 CANON PRINTER STUDIO not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer utils & drivers
U884 CANON PRINTER STUDIO for all models for use with Canon printers
U757 150+ PRINTER DRIVERS largest collection

VIDEO TITLERS & VIDEO TOOLS

U181 VIDEO NOTE database for your video collection
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE new video titler
U965 VIDEO MAXE V4.33 The latest in video
U352 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER - BEST
U920 TELESCROLL 2 (not WB1.3) Easy to use video titler loads of features
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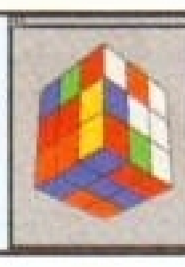
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U027 ULTRAPAINT & SURF paint & 3D model program
U046 DARKSTAR no 2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR creates disk magazines
U131 TETRA COPY play tetris while copying to disk. Great
U145 XCOPY PROFESSIONAL very powerful disk copier
U169 PAINT AND ANIMATE create your own animation
U184 MASTER SEKA V1.6 complete Assembler language
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS-PAINT V good paint package lots of feature
U222 GRAPHIC UTILITY(3)graphics converter tool
U229 SLIDE-SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS pack more files onto your disk
U242 IMPLODER 4.0 disk pack more programs onto disk
U243 THE A-T COPIER (not WB3) 13 disk copier.Wow
U254 FRACTAL UTIL loads of fractal programs. Brill
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/ MAC etc files
U301 AUTO DISK LOGGER catalogue your disks
U321 GRAPHIC Util 1(3) loads of brill graphic utils
U324 GRAPHIC Util 2 (3) even more graphic tools
U333 SCENERY MAKER more landscape generation
U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
U338 MULTI VISION (2) disk/files utilities
U350 POOL TOOL- predict horse with best chance
U351 RACE RATER Similar to above
U358 STAR CAT 2-create catalogue disk easily
U359 SEEKER find lost file on floppy & Harddrive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT-salvage & repair damaged disk
U372 WORD SORT process ASCII file
U377 NCOMM III more modem software + packer util
U380 UNICOPY fantastic disk copier
U399 FRACSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U420 SPEED BENCH (not WB1.3) create auto boot WB
U425 NIB 2 very popular copier
U436 THE RIPPER COLLECTION(not WB3) lots of rippers
U442 SYSINFO test & print info on your AMIGA sys
U444 FONT FARM font creator/editor/design new font
U457 WHOM 2 (3DISK) Detail/database on 51 films
U470 FINAL FRONTIER 1 (2 disk) Star Trek magazine
U473 FINAL FRONTIER 3 (4 disk) Star Trek magazine
U480 HARD DISK CLICK-HardDrive menu system
U491 PROTRACKER V3-Best music writer program
U492 WORK-STATION (2disk WB1.3 only) WB-replacement
U495 HARD DISK UTIL brill collection of Harddisk utils
U496 EASY PRINT (A500 only) lots of print utils
U498 WORK-MATE-15 brilliant disk util compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga type)
U504 HOT-STUFF- more util disk compilations
U505 VIRUS-KILLER & DISK RE-SALVAGE/REPAIR KIT
U507 DCOPY V3 PROFESSIONAL - Excellent Disk copier
U509 ULT BOOTBLOCK 40 + bootblock generator/maker
U510 ULTIMATE BOOT- BLOCK Collection II + more
U512 ZIRCON UTIL-30 MOST USE UTIL 2 brilliant
U521 SPECTRA PAINT III Very good paint package
U550 SCENERY CONSTRUCTION KIT fractal. Recommended
U551 ASSASSIN BOOT BLOCK over 50 bootblock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOLS PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disk)
U590 A600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB 1.3) A500 emulator
U592 KILL AGA- make older program run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2disk) + many examples
U622 ACTION REPLAY V1.5 (A500/600) - cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V.2.31(WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy program
U680 NEW SUPER VIRUS KILLER (not WB3) kills 316+ virus
U689 FORECASTER V2-horse racing prediction program
U690 ASSASIN COPIER (lots) include Xcopy3/Dcopy etc
U694 SUPER DUPER 3. (NOT WB1.3) V fast disk copier
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + (more games cheats)
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2.create smooth morph animation
U703 POOL TOOLS 2 (Latest) predicts horse racing
U705 TRONI-CAD-best creates circuit board + examples
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U710 PERFECT-PAINT 32 Easy to use paint package
U714 ENGINEER KIT - Test kit for Amiga
U718 MAGNUM 1.9 REGARD Best disk magazine creator
U721 FONT FARM V3 + loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphic ripper
U724 PARNET SET UP (2) required for the connection
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U726 AREX MANUAL(not WB1.3) complete manual
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U731 A - Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II + hundreds of ready made
U737 ASSASSIN CRUNCH & COPY TOOL (WB 1.3 only)
U738 S.KICK PROFESSIONAL v3.2 Various K-start
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U740 CROSS DOS 5.1 plus read/write PC AMIGA disk
U741 HD-DISK TOOL BOX + many more disk utils. Recommended
U742 HOW TO CREATE AUTOBOOT DISK complete utils
U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brilliant collection
U745 AF WORK BENCH (3) (WB 1.3 ONLY) replacement
U747 ASTRONOMY V2 predict star planet prediction.
U749 DISK REPAIR 3 (floppy & HD) includes soft-protect
U750 MUSIC CATALOGUE (not A500 (1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL + lots more Hard Drive Utils
U754 PARBENCH installer (complete)
U755 PRO CAD electronic. Latest circuit board designer
U758 WB MENU LAUNCHER-menu system, easy to use
U760 ICON PLUS (3DISK) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make more older software run
U777 TELE TEXT RECEIVER project. Highly recommended
U781 DOSTRACE V2. displays information on why programs refuse to run & monitors Amiga activity. REC
U783 POOL WINNER GOLD must for all gamblers
U789 HARD-DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, includes lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga fault finding
U800 PRINT A CARD includes many ready made
U801 MULTI-PRINT V4 lots of printing utils
U805 DISK PRINT print custom disk labels
U807 FONT & PRINT Loads of utilities to view & print your font collection. RECOMMENDED
U830 POOL WIZARD - (football) prediction
U832 DIVIDEND WINNER - Prediction program for use with LITTLE WOODS, VERNON, ZETTER Etc
U834 FORECASTER 2.02 New horse prediction program
U839 AUDIO MAGIC 4 - Proctracker V3, Exotic ripper
U843 AUDIO MAGIC 8- Octamed player etc
U846 C64 EMULATOR V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2 - Spectrum emulator latest
U850 EAGLE PLAYER (2disk) the best music players
U851 DELI-TRACKER (2disk) play all music formats
U881 SONIC DRUM KIT V2 Make drum samples
U882 DISK COPY Pack- collection of 10 disk copiers
U883 OPTI-Utils 1 - over 30 disk copiers/Optimise etc
U885 INTUITION BENCH MARK V6.5 (Not WB1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete, soft protect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A5001.3) – RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB 1:3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAM LOADER-New Hard Disk menu
U961 MAGAZINE E 3 (2disk) science fiction magazine
U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super horse prediction program
U978 DELUXE PAINT 4 BUDDY SYSTEM-(2) Get the most out of Deluxe Paint Instant on line for every function
U981 VIRUS CHECKER V6.54 - AUTO UPDATE MONTHLY--
U982 DIRECTORY OPUS V4 add Extra Command/BUTTONS
U983 MAGIC WB & MAGIC MENU - Both latest versions
U986 VIRUS-WORKSHOP V5.1 - the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Converts pictures etc
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2 (2D) The best PD image (picture) processor available. Rivals even the commercial image processors costing hundreds of pounds. (not k1.3)
U969 POWER-CACHES Speeds up disk loading, Accessing.
U970 HARDDRIVE SECURITY II Collection of HD security programs eg Lockout 2, Password etc
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3 (2)
U974 HD GAMES INSTALLER 2 install top games to HD.eg Zool 2, Rise Of the Robots, Mortal Combat 2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SELECTOR V1.4-Change Magic WB back drop
U977 MAGIC WB ICON ARCHIVE (3) 1000's of MG icons
U998 X-PASSWORD-protect your hard/floppy drive
U979 ICON ACHIVE(3) 1000's of normal icons (any Amiga)
U994 TEXTURE STUDIO. Render various textures for use with Imagine 3 etc req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling program to win
U997 HD GAME INSTALLER 3. install more games to HD
U998 EXOTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MM
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus buttons
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTERY WINNER V2-new version
U1005 BASIC-ELECTRONICS-Teach all about electronics
U1006 LOTTO LUNACY V5 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARDWARE PROJECT 2 (2) Build dozens of projects, even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explains why your computer crashes
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

PUZZLE GAMES II

Massive collection of all the very best puzzle games ever released, including some of the classics like Rubics Cube, Picture-Puzzles etc, far too many to list

5 DISK PACK ONLY £4·99



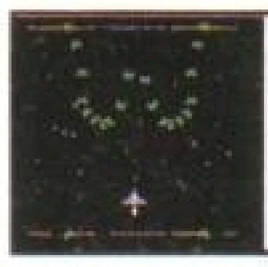


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COLLECTION OF THE VERY BEST SHOOT-EM-UPS.

MUST FOR ANY GAMES PLAYER

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The very best board games ever released. This pack contains the very latest CHESS, CHECKERS, SCRABBLE, MONOPOLY & DOMINOES.

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5 disk pack with all the latest printing programs specially designed for printing out high quality documents, text & pictures etc and it is even able to print out A5 booklets (very handy). Easy to use.

A must for any Amiga owner with a printer.

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GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIS and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

101 GAMES

PRICE ONLY £9·99

Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions

MUST FOR ANY GAMES PLAYER

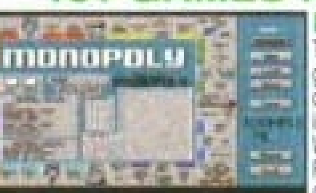
COMPATIBLE WITH ALL AMIGAS

AMIGA SHOPPER — 101 Gampe PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2



PRICE ONLY £10·99

This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.

COMPATIBLE WITH ALL AMIGAS

All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure*
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED, get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED.
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant. Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
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G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

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E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
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E020 WORLD DATABASE requires 2+MEG
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E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
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E056 WORM HOLE simple game ideal for children.
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E061 KING JAMES BIBLE (4d) complete Bible
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E080 KIDPRIX great childrens painting program.
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E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
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Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element. 5 disks only £4·99 or order separately for only 99p per disk. Order Code KID DISK & no. 1-5

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E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENERATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus'
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY. 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER - recipes for 1000s of drinks/cocktails
E253 BEGINNER TYPING TUTOR

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Latest education pack & new 21 game collection (5 disk pack) only £4·95

WE ALSO STOCK THE ENTIRE COLLECTION OF LSD LEGAL TOOLS 1-150 SCOPE 1-220 FRED FISH 1-1000 LSD DOCS 1-46 ASSASSIN GAMES 1-200 ETC

SEE PAGE 1 FOR MORE AMIGA SOFTWARE

CD-ROM Round-up

AMINET SET 2

PDSOFT ■ 01702 466933 ■ £24.95 PLUS P&P

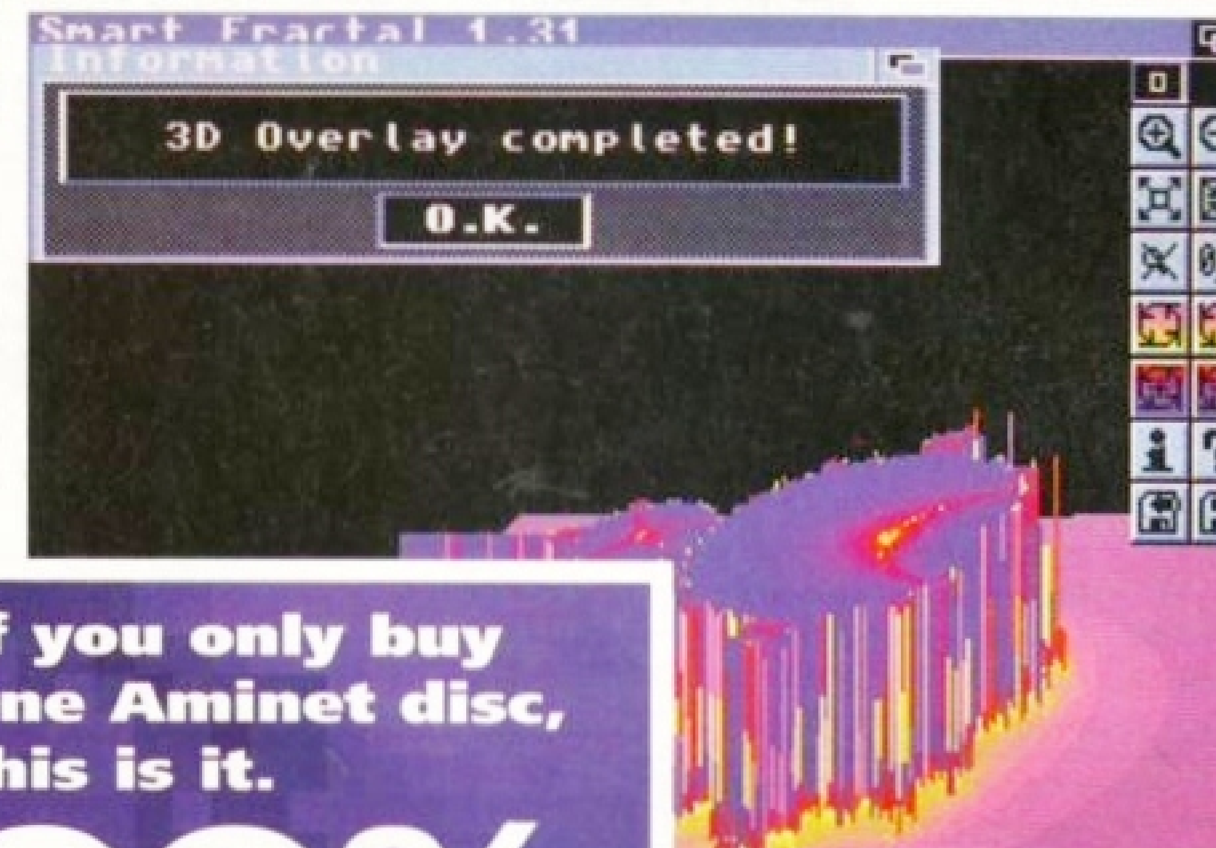
If you are too lazy, can't be bothered, or are in any way suspicious of the regular Aminet releases, then this disk may hold some appeal. It is a four-disk pack and includes everything that has been added to the Aminet site since Set 1 was finished. Everything up until November '95 anyway. From a rough inspection, that means well over 1,000 archived files in all the familiar categories.

The disks work well and are designed to hold complete categories, so disk b has pix, gfx and misc, disk d has mods, comm and mus. You get the idea. This can be a little more confusing, because the searchable indexes on the disks do not contain the information on the other disk. So, for example, you could be looking for an application called plopsound, which converts mods into fractal pictures. Is it in the mus drawer (disk d) or the gfx drawer (disk b) or even the util drawer (disk a). Only using the index on the correct disk will tell you for sure.

That minor niggle aside, the set is well stuffed with useful utilities, programs, FAQs, pictures, demos and music. If you have not yet started collecting Aminet disks, this is probably the best one to start with.

If you only buy one Aminet disc, this is it.

90%



Just one of the useful programs you'll find on Aminet and this set has the best.

C=64 SENSATIONS

PDSOFT ■ 01702 466933 ■ £19.95

There's big money in nostalgia,and if matchbox cars and Beano annuals can fetch big money at Sotherby's, why not relive the heady days of the C64. Ah, the thrill of 64K RAM, tediously slow floppy drives, tape megaloaders, low resolution screens and overheating power supplies. As far as it goes, the C64 was the most successful 8-bit home computer and I'm sure a great number of older Amiga owners probably owned one, or aspired to own one, in the past.

This disc contains two emulators which will turn your Amiga into an almost fully functional Commodore 64: the acclaimed A64 and the bizarrely named Frodo.

The emulators are accompanied by a number of utilities for extracting data from C64 tapes, attaching 1541 floppy drives to your Amiga, playing 64 music files and converting tape images between various different formats. You will also find a complete collection of around 7,500 original demos.

Unfortunately, probably due to copyright restrictions, there are no games, or even Basic programs included on the disc, so you will have to find original tapes and equipment, or tape images of software elsewhere. Since both the emulators are available from other sources and do not take up much room, it is debatable whether this disc is any use if all you want to do is play your old 64 games. It is valid as an archive and nostalgic memento of a bygone era, though.







These title screens are the closest you'll get to real games, since because of copyright restrictions, only PD demos have been included.

No games, only demos, but a nice piece of nostalgia.

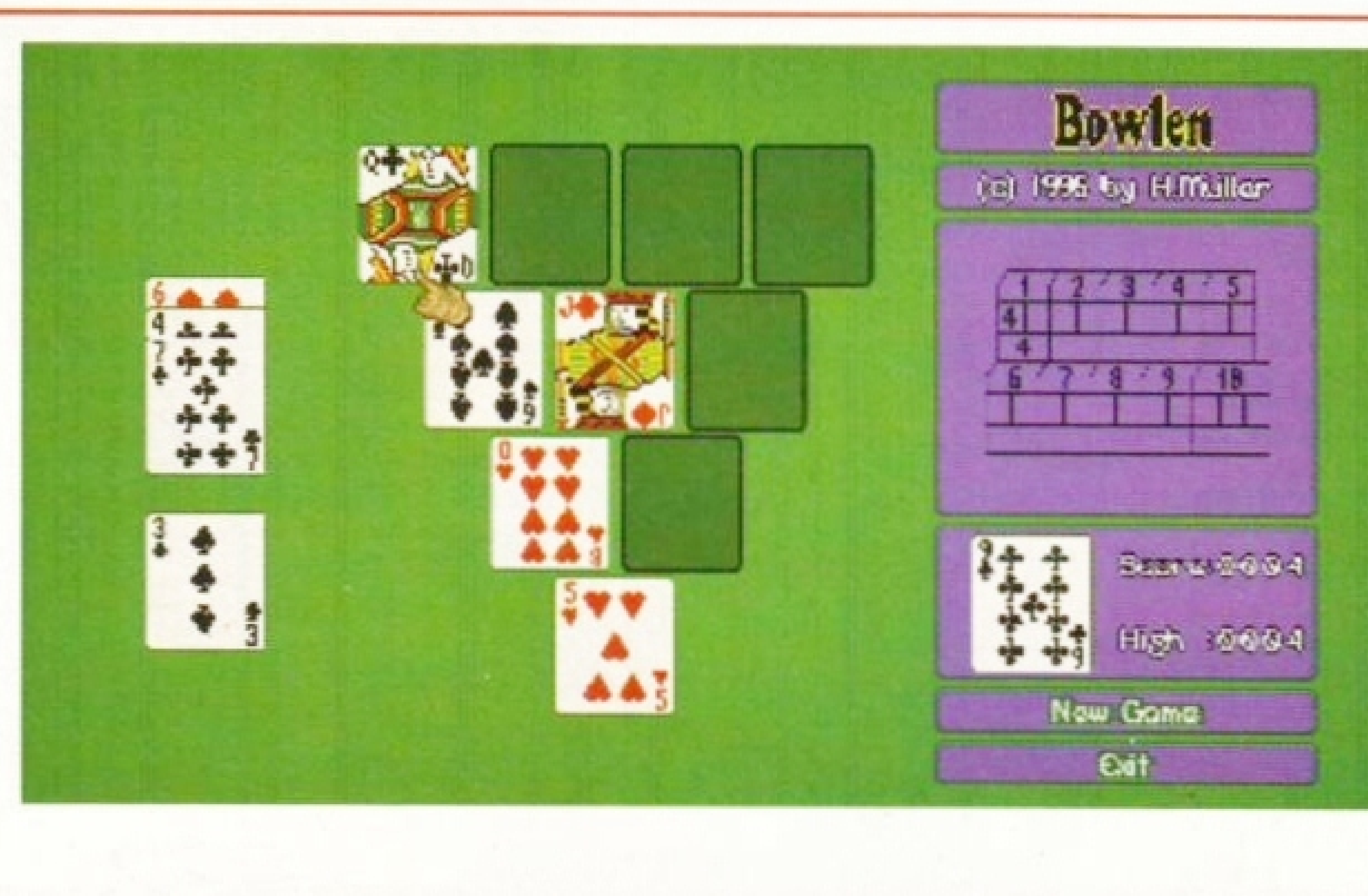
76%

GAMERS DELIGHT II

Games, games and, yes, more games. A simple interface allows you to select from the best of PD and shareware games, and there are hundreds of them. Most of these games have appeared on Aminet at some stage, but it is good to have them all together on one volume. Major negative points have to be awarded for not making the disc CD³² compatible, though.

Doesn't work on the CD³², but there's a lot here.

80%



Many games have appeared on the Aminet at some stage, but it is nice to have everything on one disc.

GET STARTED

Multimedia At Its Best!

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Main Contents List:



The History of the Amiga
Who invented it? The old Commodore, its bosses, ideas, mistakes etc. The Escom rivival and much more.

Amiga Environment
What is your Amiga? Why is it so special? What is the 'scene'? Who are Amiga Technologies and what do they do?

The Amiga Hardware
Inside, outside, ports, chips all explained

Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks

Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined

Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed

Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed

Getting Your Words into Print
Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software

General Arena
Emulation, Operating Systems, Virus Problems, Amiga in Business, Multimedia etc etc etc

The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments

And Finally
Credits, thanks and anything we have forgotten!

Also!

- Full version of Octamed 5.04
- 'Test Drive', exclusive version of Wordworth 3
- Disk Magic and Photogenics demos, info and tutorials
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- Special upgrade prices to new Amiga products and software
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Active Software (01325) 352260

Out Early February 1996
[AGA Machines] £29.99

Welcome to the Amiga's first truly AGA multimedia, point-and-click compact disc. Have you been craving for PC-style multimedia CD's on your Amiga? This rivals and beats many PC interfaces. A CD to help any Amiga owner, from beginner through to intermediate level, understand their computer. John Kennedy drives you around the Internet, MIDICraft entertain you to the delights of Amiga MIDI, Stuart Morton teaches you how to get into programming, Larry Hickmott on DTP and more. This CD is like getting 12 issues of your favourite magazine - info online all the time! Even experts will be entertained by this CD - there is something for everyone. Not to be missed!



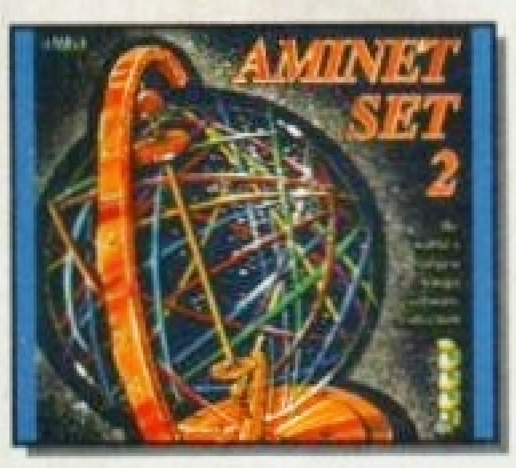
Above are four screen grabs from an early version of the Get Started CD interface: The main page, 256 colour windows, the floating dictionary and an animation example.

And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Malcolm Lavery	- AMOS 'Hands-on'	- AMOS Programmer
Ed Wiles	- Octamed in Depth	- Octamed Expert
Dave Sullivan	- Octamed 'Hands-on'	- Audio Imaging
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- Architecture	- Delphus Visuals
Mark Thomas	- WWW Design	- Global Internet Ltd
Danny Amor	- CD Creation	- Freelance Writer
Jason Brown	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
Gary Whiteley	- Amiga DTV	- Freelance Writer
David Taylor	- Various	- Freelance Writer
John Kennedy	- Various	- Paragon (Freelance)
The Active Software team!	*- All the other work*	

CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM

Aminet Set 2



AMINET® SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure.

120 MB	Utilities
270 MB	Documents
40 MB	text software
75 MB	Business software
630 MB	Pictures & animations
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630 MB	Graphics & sound demos
250 MB	Games
110 MB	Development software
10 MB	Disk/HD tools
5 MB	Hardware related
840 MB	Music modules
150 MB	Communications
30 MB	Music software

£34.95

4 CD-ROM-SET

Aminet 9

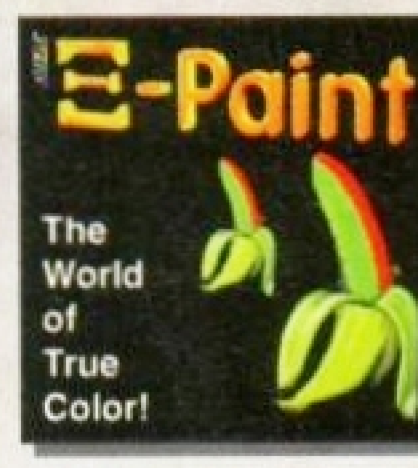


Aminet® CD 9, dated December 1995, contains more than1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet® CD 8 more than 500 MB new software has appeared. The current edition has a special focus on games. Nearly 1,000 breathtaking games were included.

19 MB	Business software
36 MB	Communications
84 MB	Graphics & sound demos
23 MB	Development software
3 MB	Disk/HD tools
129 MB	Documents
327 MB	Games
34 MB	Graphics software
1 MB	Hardware related
46 MB	Miscellaneous
156 MB	Music modules
9 MB	Music software
106 MB	Pictures & animations
10 MB	text software
28 MB	Utilities

£14.95

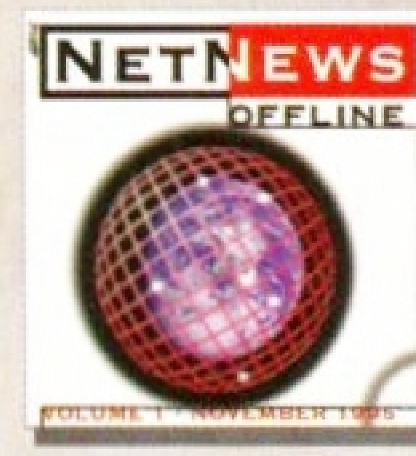
XiPaint V3.2



XiPaint is a leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint provides a professional paint program at an unbeatable price/performance ratio.
Overview of Features: · Diverse paint functions including colour, contrast and saturation adjustment · Mask, outline, recolour and fill functions · Airbrush with adjustable spray functions · Light-table function for manipulating mantages and animations · Text functions with anti-aliasing using Compugraphic fonts · Support for a variety of graphic formats · Unlimited Undo · Diverse manipulation of alpha channel · Supports many graphic cards · Layers to combine different projects · ARexx port · Drag & Drop colours · External filter module · Extensive documentation · 60 textures, 50 landscapes, 30 other pictures and many fonts included.

£49.95

NetNews Offline Vol. 1



NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga® CD-ROMs which contains all Amiga®-related newsgroups from the internet. Every volume features about 70.000 articles which contain hot rumours, important information about all aspects of the Amiga®, press-releases, discussions and flame wars, ... A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95

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Workbench

Life is full of mysteries and the Amiga is certainly no exception. **Graeme Sandiford** knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

SPANISH STEPS

I am one of the last Amiga (500 1.3) users in Spain and I'm having a lot of questions, but in Spain nobody can answer. I'm hoping you can and that's why I'm writing.

I'm trying to buy a hard disk for my computer and I'm not sure if all the disks I have can install to it. Is it true that the games disks on the Workbench which say "NOT A DOS DISK" can't be installed to the hard disk?

Secondly, can I install DOS games disks without installing instructions inside it?

What's the best program to manage the hard disk?

Some DOS games have no startup on the DIR, I think it's impossible to play with it without having to reset the computer and put the game disk into the disk drive (because on my Workbench screen, when I open the window of the disk, this is empty). Is it right?

Jordi Marin
Visa Barcelona- Spain

Disks which pop up on the Workbench claiming to be NDOS and which return error messages when you try to access them use their own file system, rather than the standard Amiga one. By default they cannot be copied to a normal hard drive partition.

However, there are utility programs around which can fake a small non-AmigaDOS partition and you might be able to use one of these. However, many games simply don't get on with the Operating System and will therefore never know what a hard drive is, or how to use one.

Um, sorry but I'm not quite sure what exactly you mean here. If a game is on a standard AmigaDOS format disk you should be able to copy it to your hard drive. However, you will need to include a few ASSIGN statements so that the games knows to look to the hard disk, rather than the floppy for loading data.

A suite such as Quarterback Tools or AmiBack Tools are very useful to have around in case things go

Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

Hard disk: ________Mb as DH________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer ____________

Details of other hardware: ____________

ASSIGN ASSIGNATIONS



Installation problems with *All New World of Lemmings* can be easily solved.

I have just bought a hard drive, but I have a few problems.

All New World of Lemmings will not install on my Games partition. In the ReadMe.txt (on the program disk, showing all icons) it tells me to put the command...

Assign L3: [Drive name] /L3

...in my user-startup (and yes I did put my HD partition 'GAMES' where it says [Drive name]) and I also created the L3 directory in my games partition. I reset the machine, ran the Install program and it says "please insert volume L3 in any drive" – but this should not happen if I have assigned L3 to a directory!

Now my hard drive has a checksum error on disk block 85038 and I've had to format the thing, three days after buying it!

Peter Ford
Middlesex

Putting GAMES in the assign isn't good enough, you need to put the drive name as well. For example, if your GAMES directory is on the partition called HD0: then you would need to use the line:

Assign L3: HD0:GAMES/L3

If GAMES happens to be the name of the entire partition, you would need to use a line like this:

Assign L3: GAMES:L3

It is vitally important to remember to include the root device and put a colon (:) after it.

Checksum error aren't that uncommon, especially if the drive is being used for games playing sessions. As you have discovered, when they occur you will need to re-format the drive (copying all the important files off first).

It's a good idea to have two partitions on the hard drive to help out in backup situations like these, and remember also the QUICK and FFS options should be used when formatting to save yourself a lot of time. However, a disk utility suite such as QuarterBack Tools or AmiBack Tools will fix the checksum error without re-formatting the disk.


Fitting CD-ROMs depends on which interface you go for. A SCSI interface such as a Squirrel is a good choice

wrong with your hard drive. The AmigaDOS disks which appear empty aren't true AmigaDOS disks, but use their own filing system.

You are right in thinking that you can only play them by booting from them; in which case a special program in the disk's boot block is loaded and this starts the new filesystem.

In short, buying a hard drive won't make playing all games easier.

CD-ROM CONUNDRUM

I'm looking for a CD-ROM drive and have a few questions that I hope you can answer:

1. The price of dual-speed drives is pretty reasonable, but are these drives any good? I've seen your review for the 6-speed CD-ROM.

2. Are most CD-ROM drives user-friendly? Are they easy to use from Workbench and easy to actually plug in? Where do they plug in? PCMCIA?

3. What exactly is the storage size of a CD? I heard it's about the size of 500 floppies? Is this true?

4. Most importantly, due to the immense amounts of data that can be shoved on to CDs, will I need more RAM than my standard 2Mb?

If so, is it possible to get trapdoor RAM even though I've got my hard drive inside there somewhere?

I've tried to be concise, I hope you can help me. By the way, the Amiga will never die!

Andrew Thelwell
Stoke-on-Trent

1. Dual speed drives are the standard and frankly, in my opinion at least, you would need a good reason for anything faster. There are no games on the Amiga that I know of which require an extra quick drive and when reading files the difference between a read lasting two seconds and one lasting four seconds is pretty insignificant.

2. CD-ROM drives appear on your Workbench like any other disk icon. You can do anything you can with a a hard drive or floppy, except write to them. They work much faster than floppies and a bit slower than hard drives. Fitting them depends on which interface you go for. A SCSI interface such as a Squirrel is a good choice – it connects to the PCMCIA slot and a lead is connected to the CD-ROM drive.

3. You could squeeze more than 500 Amiga double-density disks on if you wanted, since there is about 600Mb free on a CD-ROM.

4. You won't need any extra memory, although getting some is a good idea as it will speed up your Amiga a good bit (there is still room in the trapdoor for memory).

MUSIC MAYHEM

Could you please inform how to use (that is, Load and Save) *Music-X* (Amiga) from Alesis MMT8 Sequences. I have tried setting Music-X Master Clock to Midi-Clocks, but keep getting several error reports.

Alan Jones

I'm not sure exactly what you are trying to do here, but I guess you are trying to load a sequence from an external MIDI sequencer into Music-X. No matter what the exact plan is, the first thing to do is get the clocks working together. Each system (the MMT8 and the Amiga) can have an internal clock or an external clock. You will need to set up the equipment so that one is operating internally and the other externally: it doesn't matter which, but one setting will work better that the other. This will allow only one clock to drive both systems.

Try setting Music-X to accept the PLAY/STOP commands as well, since this will make your life easier. Then match the tempo on both systems. Now you can play a sequence on Music-X and the MMT8 should play along in time.

If you want the sequencer to act as a MIDI source for Music-X (so that the songs stored on the MMT8 will appear in Music-X ready for editing and saving), your best bet is to play the song through several times and each time record only one channel




How do you get the MIDI clocks and the *Music-X* clocks working together?

MONKEY BUSINESS



Please can you save my (questionable) sanity.

1. I recently bought *Monkey Island 1*. My problem is that when I launch the program from hard drive or from floppy (using Workbench) all the graphics are odd-looking.

2. My second problem is about connecting my CD³² to my Amiga. I (foolishly) bought a CD³² S-PORT communications interface from Silica, to use my CD³² as a CD-ROM. This consists of a cable from the AUX port of my CD³² to the serial port of my Amiga, with some totally useless software (Twin Express & PARNET), neither work. So my question is, have I bought a duffer, or am I using the software wrong?

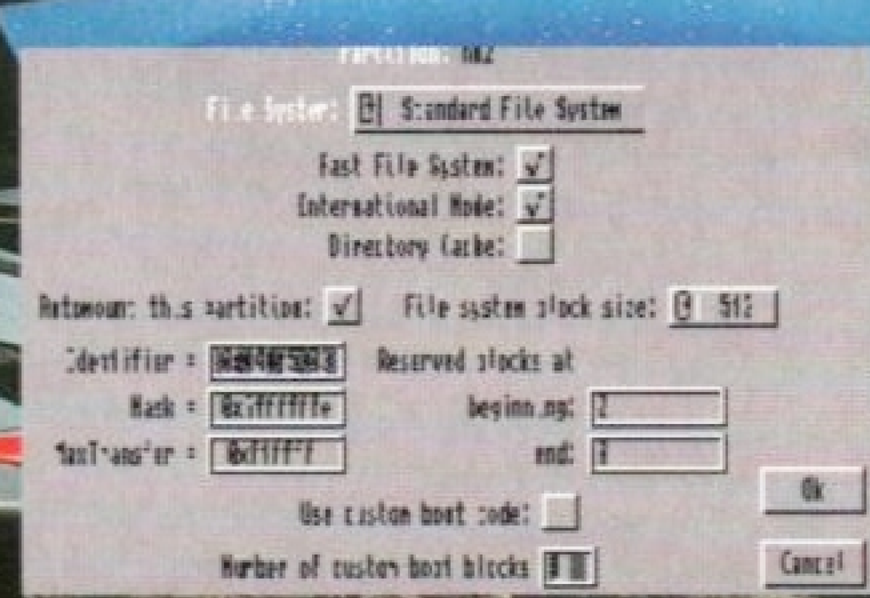
By the way, did you know that the Blockbuster video store now deals in Amiga software as well as console software?

James Thompson
Rotherham

1. The first problem is easy fixed by altering the MAXTRANSFER setting for your hard drive. Use HDInstall, Advanced settings and knock the large hex number which appears down by deleting an F. That should fix the problem.

2. You will need to run Parnet or TwinExpress on both the CD32 and the Amiga. If you don't have suitable software on CD-ROM, many of the PD compilation disks have this hidden away somewhere. It can still be a right pain to get it all working though, so you will have to persevere.

I didn't know that about Blockbuster video. I'm off there now to see what they have.


Go to Parition Drive, then Advanced Options, then Change... and finally change the MaxTransfer setting by deleting an "F".

of MIDI information. Music-X is not great for recording multiple channels and even if it does work, they will all end up in one track. For better results, Bars and Pipes can record all the channels at once and sort them into different tracks.

BIG DRIVE BOTHER

I'm sorry if I am taking your time with my questions, but here in Portugal there is no one able to answer them for me and I think you are the right person to do it. I own an A600 with 2Mb of RAM and I would like to ask you for some advice in terms of hardware.

I saw in *AF76* one advertisement from First Computer Centre where they announce 1.05Gb hard drives for A600 (Page 88).

1. Is it possible that my computer with just 2Mb of RAM can support such a huge hard drive? Would I lose speed with it?

2. If it is not possible to add this HD, what do I need? More RAM (if so, how can I get it) or a smaller HD (which size)?

3. In *AF73* (page 21) I saw what I think is a RAM card of 20Mb from Mitsubishi Electric for PCMCIA that fits my computer. Am I right? How can I get one of those?

4. And last. I have a Commodore MPS 1270A Ink Jet Printer connected to the parallel port. I use the Po (Portuguese) Keymap configuration and the EpsonX CBM-MPS-1250 printer driver. When I use Ed from WB, and I use it a lot, I am never able to print some characters that are specific for Portuguese, like accents.

They are displayed on the screen, but do not appear in the printer or, sometimes, they are replaced by other 'funny' symbols. What is the problem? Can't Ed support specific letters when sending them to the printer driver? Is there a printer driver that fits my printer better?

I would be very grateful if you gave me a quick answer because I have to buy the hard drive before my parents change their minds and I don't want to lose this opportunity of increasing my computer capacities.

Joao Ramalho
Portugal

1,2. You don't need any extra RAM. Although the hard drive will require memory for disk buffers, and so on, you should still have more than enough left over. You won't lose speed, although if you did happen to have Fast RAM fitted, things would go faster. Currently Fast RAM is only possible with a soon-to-be-available-honest A600 accelerator.

3. The card in question was not strictly Amiga compatible and the art person responsible has been suitably tortured by being forced to watch the omnibus edition of HollyOaks. The same family of cards includes RAM sizes of several hundred K to several Mb and these are available from many dealers, not only Amiga ones: PCMCIA is a good cross platform standard.

4. Ed is not the world's best tool for text editing. You would be much better using a dedicated wordprocessor, like Final Writer. A program like this has its own fonts and the page is printed in graphics mode, line by line, rather than depend on the printer's character set and the printer driver's international experience.

BOOT DELAY

I have recently bought a brand new Amiga 1200 and I was hoping that you could answer a few queries that I have.

1. When I reboot my Amiga, it takes about 30 seconds until the screen prompting you to insert a disk appears, whereas on my brother's Commodore Amiga it takes roughly five seconds. Is there something wrong with my computer?

2. When I opened my Amiga 1200 package, I noticed a Commodore power supply supplied with it – surely this can't be right, can it?

3. Some time ago I heard about a game that was being released on the PC; it was called *Xcom: Terror From The Deep*. Are there any plans to release this on the Amiga?

4. Is there any way on Earth that I can get *Falcon* (the game) to work on my A1200? I have tried everything I can think of to get it to work (even praying!), yet it won't co-operate.

Thanks a lot for answering these questions, but there is just one more thing to ask you. My brother has written a diary program in C and he was wondering if you would like a copy of it to put on the Coverdisk? It has an encryption mode, log ins, passwords and lots of other features. What do you think?

Scott Parker
Norwich

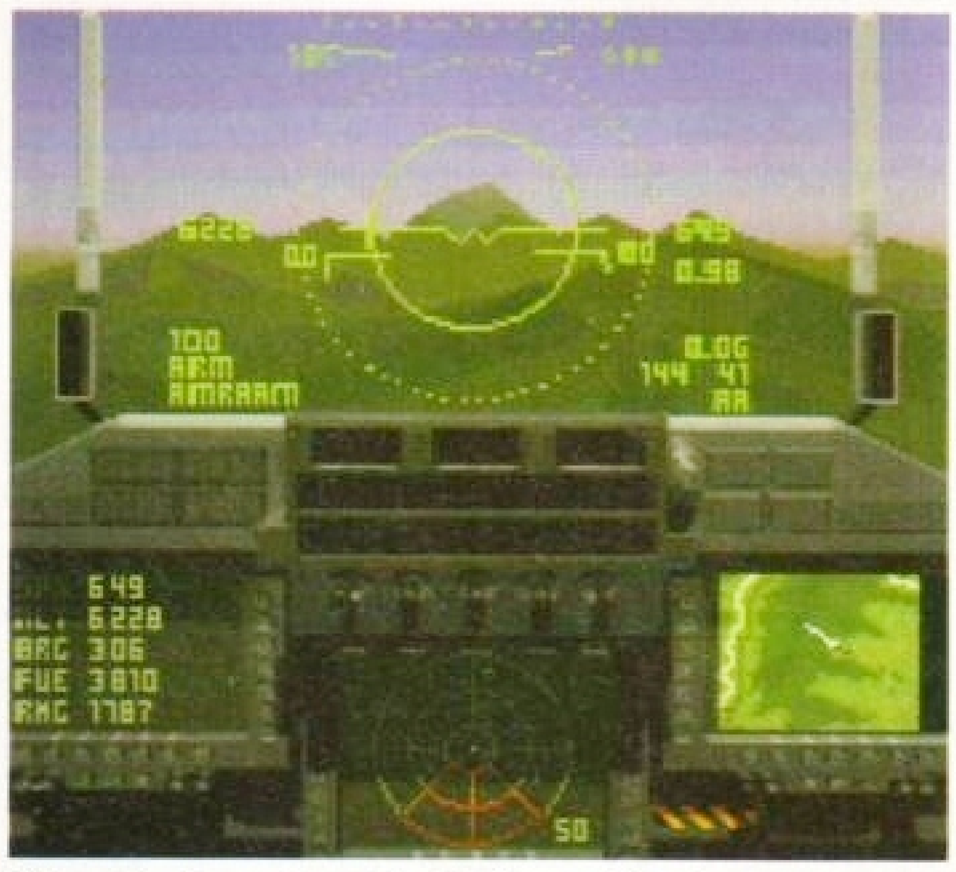
1. Some Amigas, especially those models with IDE interfaces (A600,A1200, A4000) with no hard drive present, can take a few seconds to look for one before booting. Fitting a hard drive makes this delay vanish, as it is caused by the Operating System searching in vain for a drive. Also, some memory expansions seem to cause a delay. As long as the Amiga starts to reboot within a minute or so, this should not cause concern.

2. It's likely that the new Amiga owners either had access to the stock of power supplies, or simply didn't have time to re-make the plastic moulds for the power supply casing.

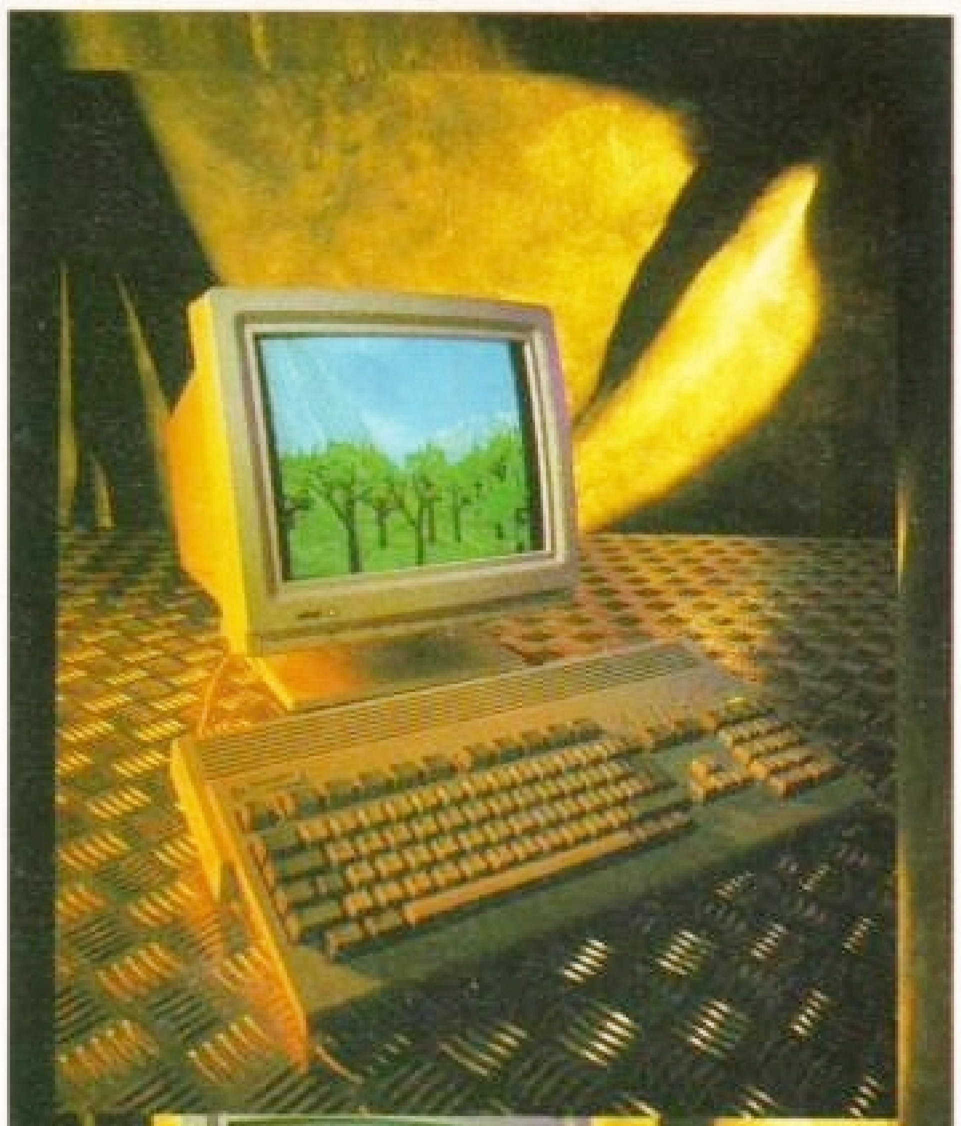
3. No, I'm afraid there are no plans to release XCom on the Amiga. You could, of course, write to MicroProse and put pressure on them to change their minds.

4. Falcon is just too old. Buy Gunship 2000 or TFX.

Continued overleaf ➡



"You don't want to play boring, old *Falcon*, you want to play brilliant, new *TFX*."



BUM DEAL

[illegible] help. I have recently swapped from [illegible] to AMIGA 1200. It is second hand and I [illegible] beginning to think I got a bum deal. When I load my Workbench, it doesn't look like the illustration in my user's guide and even less like one shown in your mag.

There seems to be a few drawers missing, making it hard work for me to find my way around (I can't even set the clock – according to my Amiga we are still in 1992). More importantly, my Workbench seems to be in the original packaging. It has six compartments in it. I have five disks. [illegible], or is it a clever brainteaser?

1. How many disks should I have for the [illegible] version?

2. What is my mystery missing disk?

3. Should I format my Workbench disks and buy a new Workbench?

4. Games are OK, but what about making music and all the other things that I can do with my Amiga. What books offer this information that someone as helpless as I could understand?

Robert Abraham
Manchester

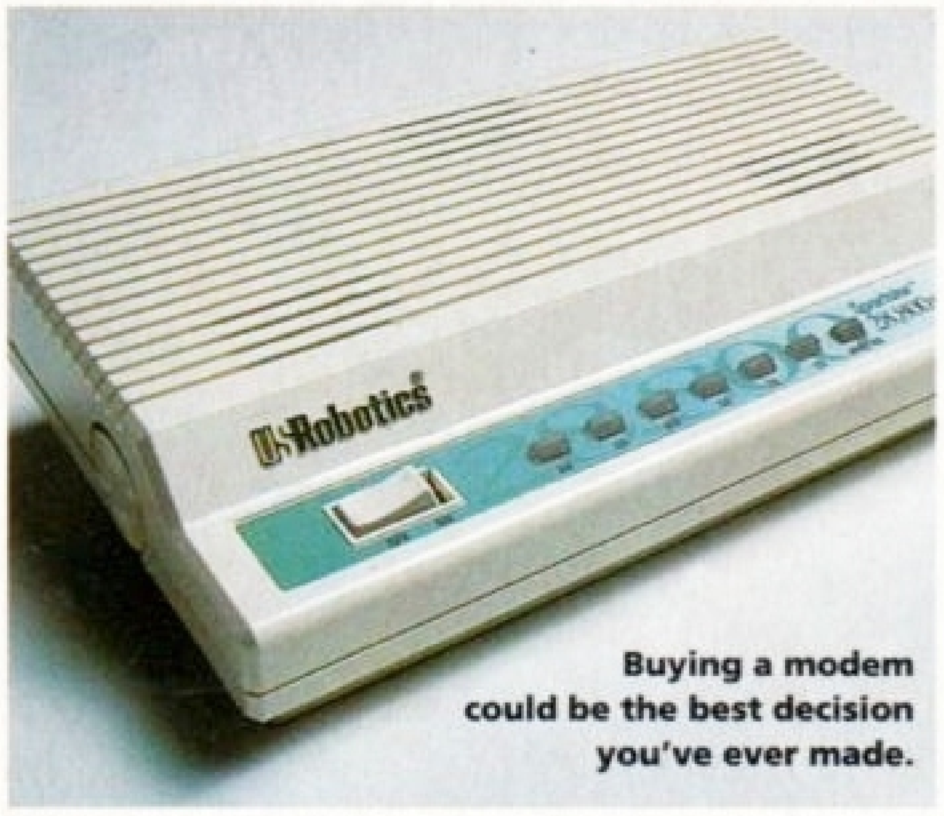
Don't worry: you did the right thing. An A1200 is much more useful than a superseded games console. If your Workbench looks radically different, then it sounds as though the previous owner made changes and saved them to the original disks, a staggeringly stupid thing to do. The first thing you should do is make copies of the originals and put them away.

1. A1200s only came with five disks.

2. The sixth disk was provided with [illegible] was a hard disk setup utility [illegible] similar programs from the [illegible] is no need to cry yourself [illegible]

3. No! Do not format [illegible] Workbench disks [illegible] need to write [illegible] Technologies, [illegible]

4. Buying Amiga [illegible] month is probably [illegible] but see AF [illegible] of books [illegible] books in the [illegible] with a good [illegible]



Buying a modem could be the best decision you've ever made.

If you have a program you think AF might be interested in, the best thing to do is to send it in (marking the envelope clearly "Coverdisk submission") for the attention of Graeme Sandiford.

TOO MUCH?

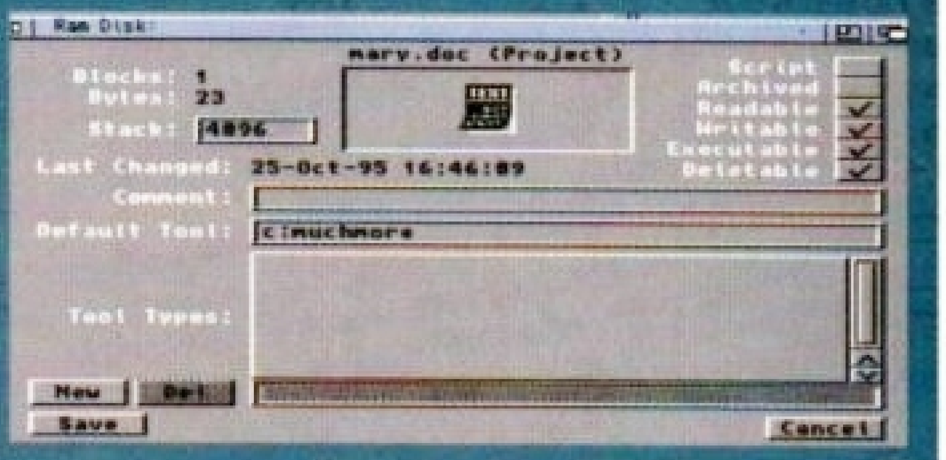
Please help me answer a question about North C programming language. I have North C installed to my hard drive and I copied a utility called MUCHMORE to my C directory to read text files.

Even though it's been copied, it still will not let me open any of my files when I click on them! This appears as: "Error while opening C/MUCHMORE 205". What do I type at the CLI, or do I change the default toll to ED since I don't know what to do. Please help me.

Dwayne Bhatia
Fife

Your problem has nothing to do with North C as such. Error 205 means that the file C/MUCHMORE cannot be found. This is what appears in the text file's icons next to Default tool.

Try changing this to be C:MUCHMORE and checking that the MUCHMORE program really is in the C: directory on the hard disk. You can check to see exactly what is going on with a program such as SnoopDos, available from any Public Domain library. Run SnoopDos and then try to read your textfiles: SnoopDos will display what is happening in its own window.



Use the Information in the Workbench menu to get the information send in the icon. Notice how the default tool is the application which is called when the icon is double-clicked.

THE NET AND THE A500

After about 2-3 years of constant nagging, complaining and moaning I have finally convinced my parents to get me a modem for my A500 with 512K of chip RAM. I will be getting a Sportster 288 and I have also got a chance of an upgrade. I would like to visit Web pages with graphics and I'm not sure what kind of RAM upgrade I would need.

I could have either an 020 accelerator with 4Mb Fast RAM or an 020 accelerator with 2Mb chip RAM and a 2Mb Fat Angus. What would you suggest?

I have installed MUI (don't you need it for certain packages?). Could you please suggest what packages (PD/shareware if possible) I could use for a TCP/IP package, a Web browser, an IRC program and a mail reader? I would really appreciate any help or advice you could offer, since I am a complete novice to comms and the Internet.

Dave
Sussex

I would honestly advise getting a new Amiga, preferably an A1200. Even a second hand one would be money well spent. For starters, the A500 is not really up to handling the serial rates which a 28.8K modem would produce. You need to mess around with alternative serial drivers and it's a messy business.

If you are sticking with the A500, a 14.4K modem is more sensible and a lot cheaper. You will need more chip RAM if you want to see Web images, although they will be rather sad in the limited non-AGA colour modes. Go for the Agnus upgrade.

Yes, you need Magic User Interface to run AMosaic, the Amiga Web browser. You will also need AmiTCP (version 4 is a demo shareware, but useable or the commercial version of the AmiTCP package from BlitterSoft) and Grapevine for IRC (Internet Relay Chat). There are several mail programs – one of the best is MetaMail. All are available from the Aminet internet sites; as soon as you get on-line you can use FTP to download them.

As you are a total newbie, I would strongly recommend you start your on-line life by dialling into a few Bulletin Boards rather than jumping into the Internet immediately.

SAY, CAN I CD?

Please help! I am computer illiterate, but have a 12-year old son with an A600 which has no add-ons apart from a printer. He keeps asking if it's possible to use a CD-ROM and, as I've no idea what he's talking about, I'm referring the question to you. Can a CD-ROM be used with the A600 and, if so, what equipment is needed to make it work?

Most importantly, what does it cost?

Hope you can help us.

Ann Firth
Liverpool

A CD-ROM drive is a disk drive which reads CD-ROM disks. These are like floppy disks, except they are slightly faster, hold about 500-600 times as much information and cannot be written to. They are popular on the Amiga for distributing PD software, and some games.

The good news is that it is possible to connect one to an A600. You will need a Squirrel SCSI Interface and a suitable CD-ROM drive, which means (the bad news) it will cost between £100 and £300 depending on the speed on the drive. HiSoft and Power Computing, who advertise in this very magazine, will be able to help you further.

However, it has to be said that although the A600 will be able to make use of the Public Domain software available (utilities, pictures, sound effects and so on), please understand that your son will not be able to use the CD-ROM drive for CD games. The A600 is not quite up to that job; an A1200 is required. This is because most CD games are written for the CD³² console, which is effectively an A1200 with a CD-ROM drive, with no keyboard and a black box.

STANDARD OUTPUT

I recently purchased a CITIZEN ABC 24 dot matrix printer which I use frequently. I am currently thinking about using it for drawing up CVs, but I do not have a program that will fully utilise the printer's internal fonts and font sizes.

The program should work like *Wordworth*, or the Mac program I used whilst in college, *MacWrite*, where you can type a sentence or paragraph, select it with the mouse and convert the colour or font or size in the menu, but using the printer's own internal fonts. The system I use is an A600 with 2Mb.

I hope there is a program available, and if you know of one, could you tell me what it is, where to get it and how much it costs.

Jason Culligan
Ireland

When selecting fonts in Wordworth there is the option to use only the fonts which are directly produced by your printer, rather than send the finished page to the printer as a graphic image. Protext is the original printer-friendly word processor, and it may suit your needs as well. However, when using only printer fonts, you may be disappointed at the lack of flexibility this offers.

If you want to keep your text crisp and sharp but you are afraid your printer might let you down, consider producing your document as a PostScript file and bringing it to a bureau where it can be output on a good laser printer.

NULL DEVICE

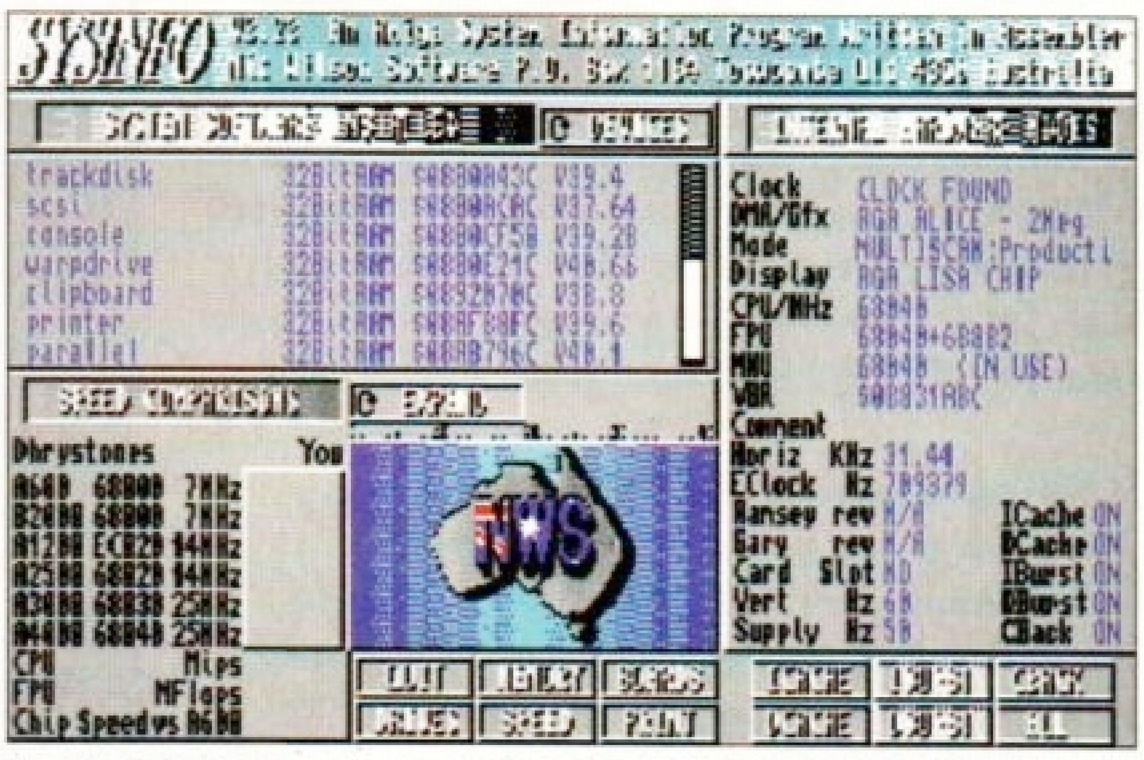
I hope you can help me with this quite major problem, at the moment I cannot print from my Amiga, every time I try and print from any application, even Workbench and DOpus, I get the message "Cannot open printer.device".

In the devs drawer in Workbench, there is a file called printer.dev. I have tried replacing this with the one from my original system disks; I have also replaced the printer cable, but to no avail.

James Lewendon
Reading

Your Amiga is more than capable of printing; it sounds as though there is nothing more complicated than a little naming problem. The printer device must be called printer.device, if the file can't be found in the devs: directory then any application will fail.

Also make sure you have a parallel.device in the devs: drawer. You can use a PD utility like Sysinfo to check that the printer.device is present. Run it before and after attempting to print something and use the DEVICES option to see if it exists.



Use SysInfo to keep track of your devices... including the mysterious vanishing Printer.device.

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Real 3D Tutorial

If you want to render your own version of *Babylon 5*, you'll need to master animation. There is so much to this fantastically broad topic that we'll have to look at it over several months. Rest assured that when all the hard work is over, you'll have all the tools you need to create your own miniature feature films.

Making an animation requires all the skills of a director, lighting engineer and stage artist in one, not to mention the ability to create realistic objects. The finished film is made frame-by-frame and each frame is a separate image which has been individually rendered. When the frames are played back in sequence, the objects spring to life and move around the screen. Cars will whiz past, planets rotate and the sun can rise and set. You can also change the shape of objects, so they "morph" into different objects over time.

Your finished feature can be replayed using the tools which came with *Real 3D,* or stored in standard Anim5 format. You can then load the animation into any paint program, (*Deluxe Paint* or *Personal Paint*) and add the finishing touches.

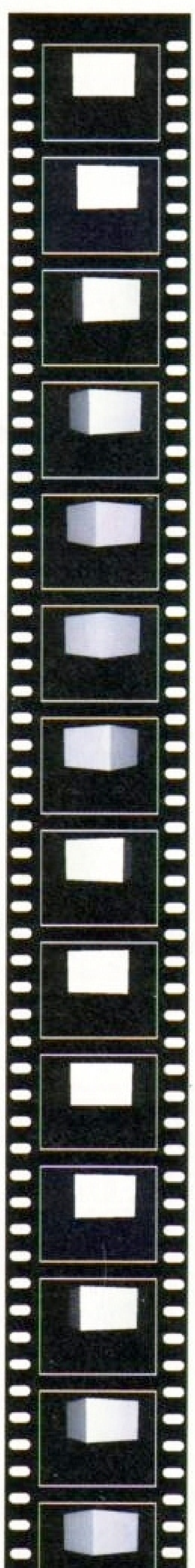
You can even combine digitised images of real actors and combine them with the 3D rendered objects to create alien abduction scenes or add amazing special affects to your home videos. If you have a hard drive and genlock, you could replay extra long animations from disk, combine them with live action and record your epic back to tape...

Before we get carried away, we'll need to master the simple things, such as creating more than one image at a time and simple movement.

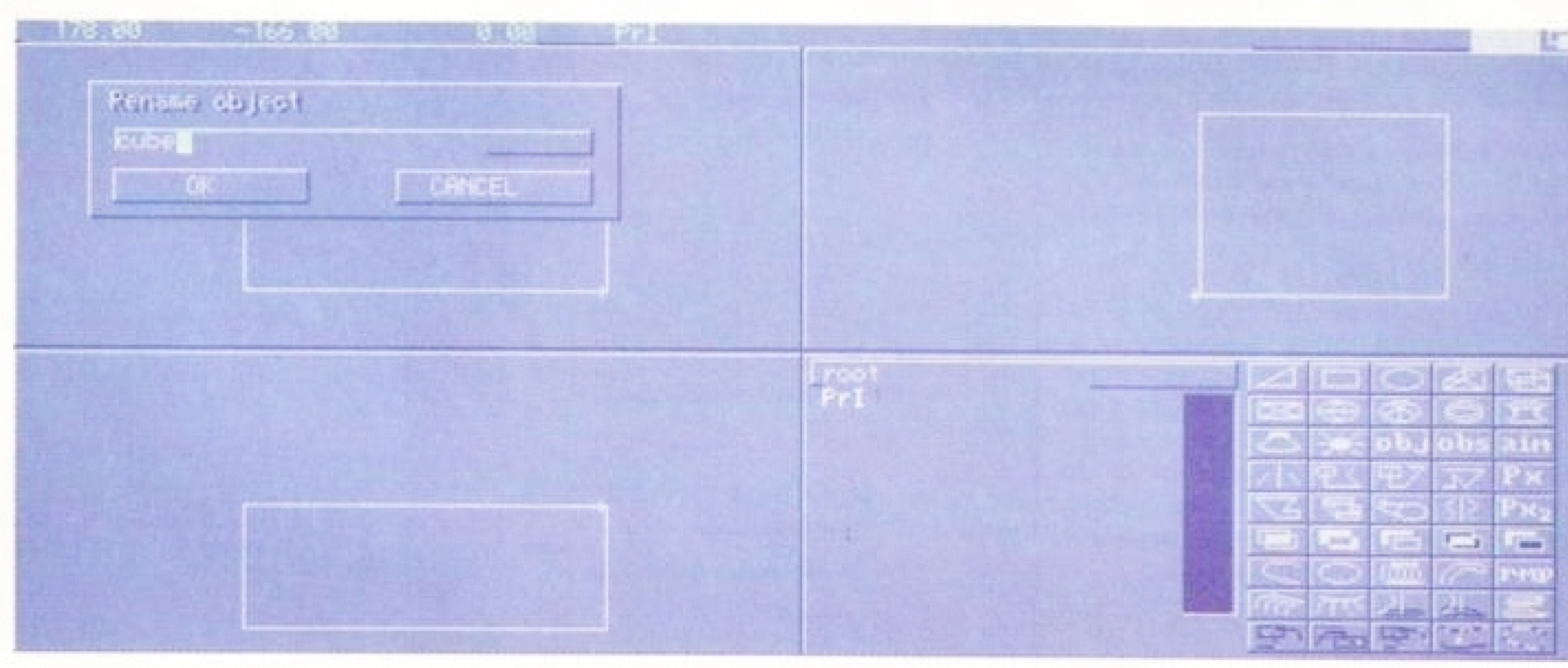
Next month we'll start dealing with more complicated movements and see how to create spaceships which move in realistic orbits.

PROJECT 1

The Spinning Cube



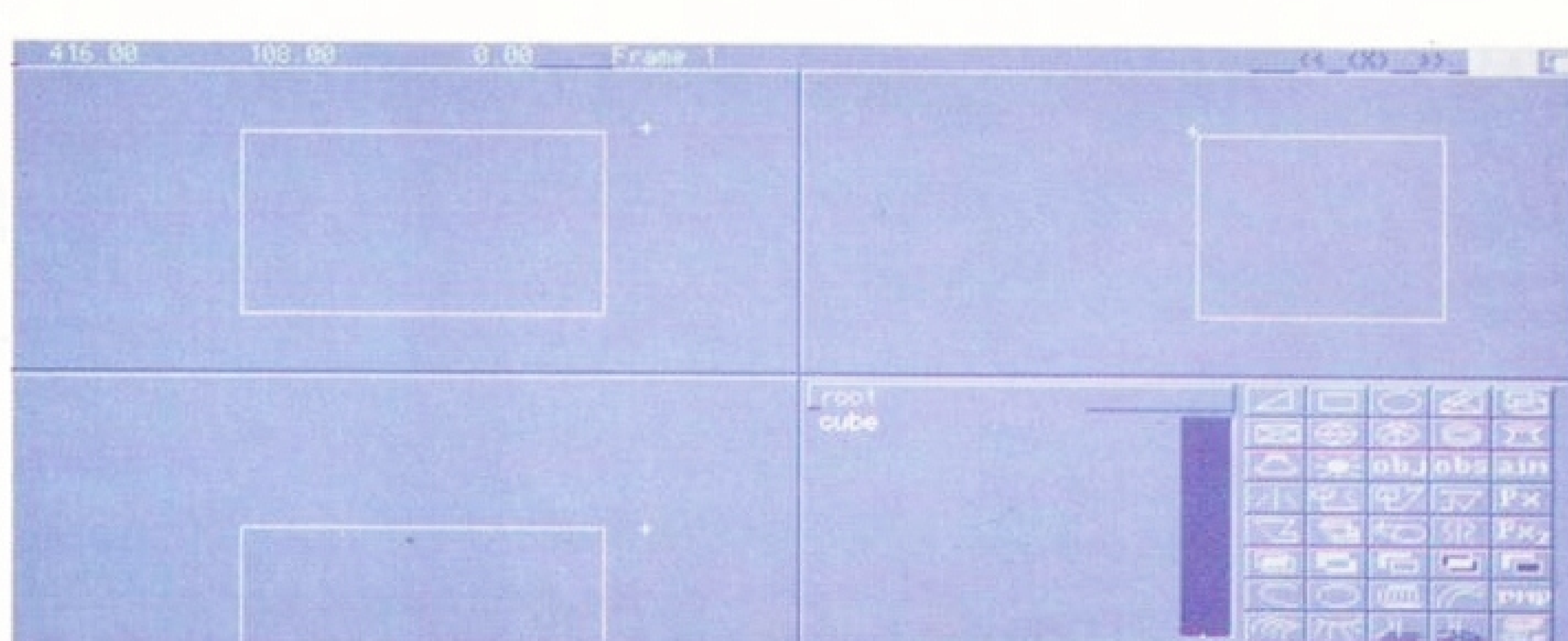
1 Let's start with a simple animation. Begin with a brand new project and create a cube in the middle of the screen. Rename it so you can keep track of it easily. We are going to make a short animation of the cube spinning around.



2 Go to the Animation item in the Project menu and select size. This will set the number of frames in the animation. Remember, each frame will need to be rendered individually, so keep to small numbers to start with – try ten.

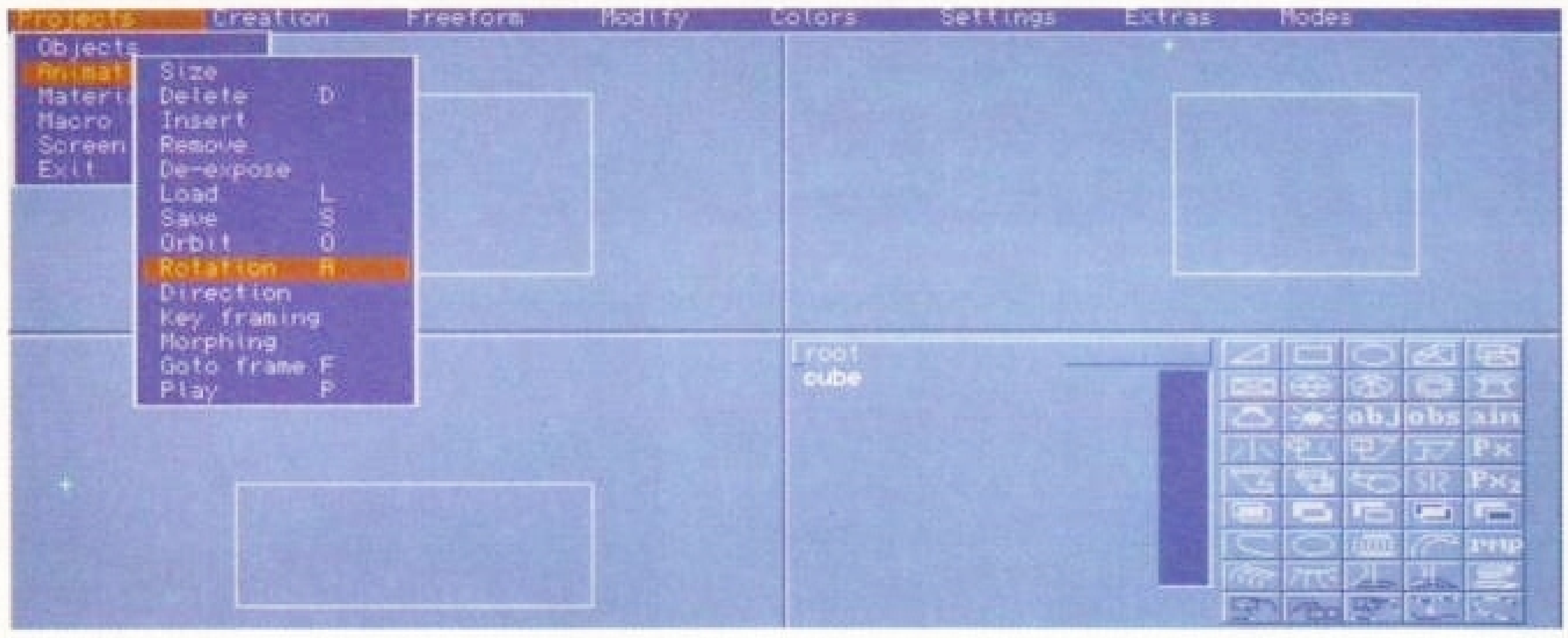


3 Notice how some extra bits and pieces have appeared in the title bar. The arrows allow you to step backwards and forwards through different frames (we'll come to the "X" later). When you do, you'll see the Frame number change. Note that the frames are numbered 0 to 9.

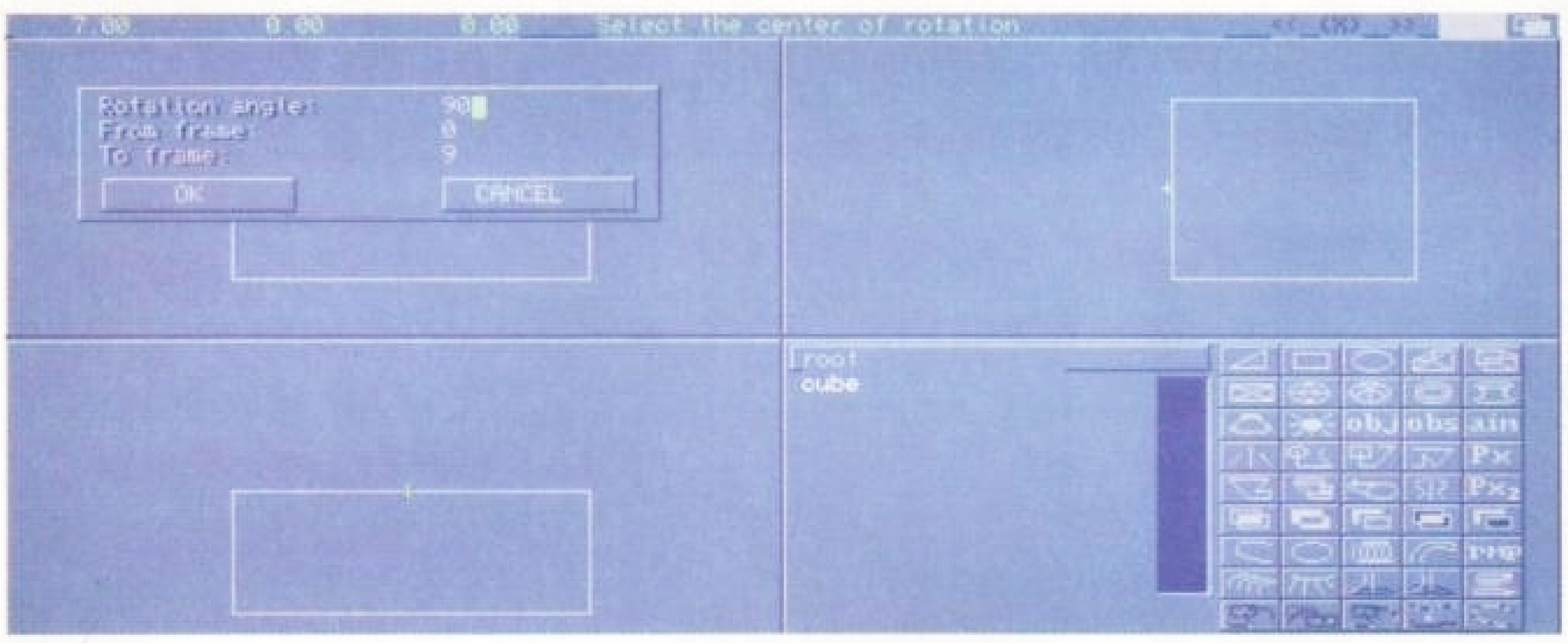


part 4

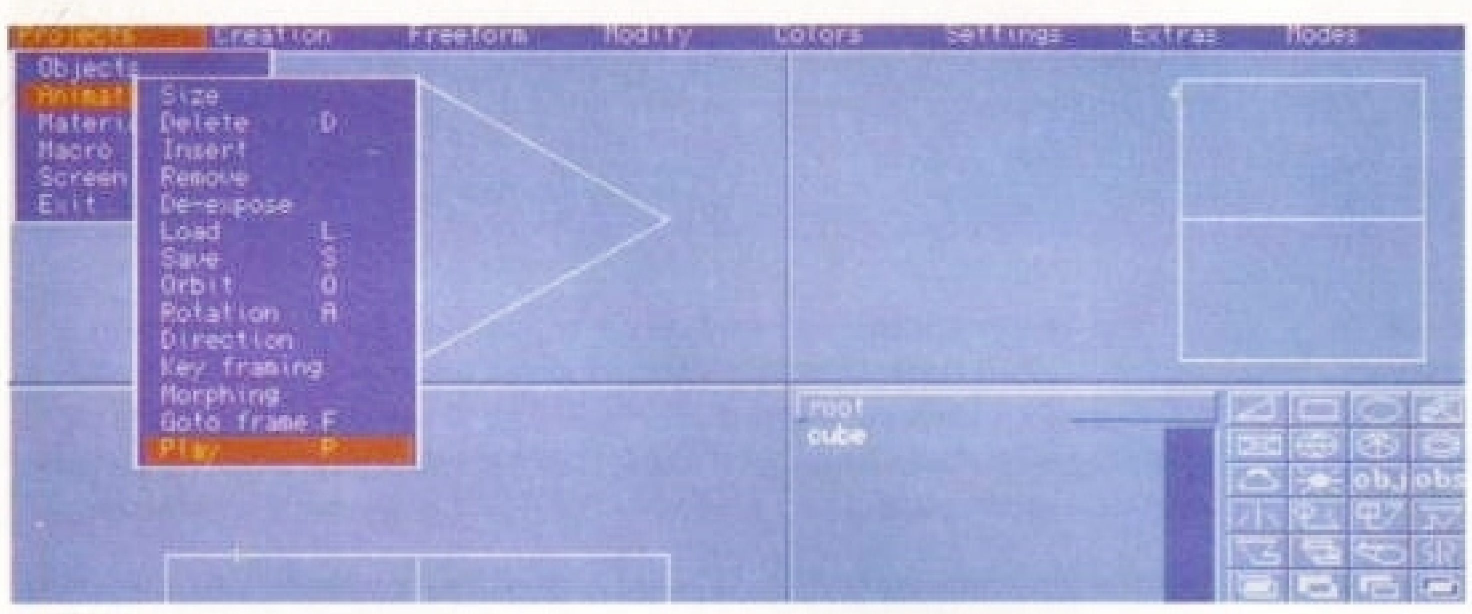
Static images can be a little dull. This month John Kennedy really starts to get things moving. Hold on tight!



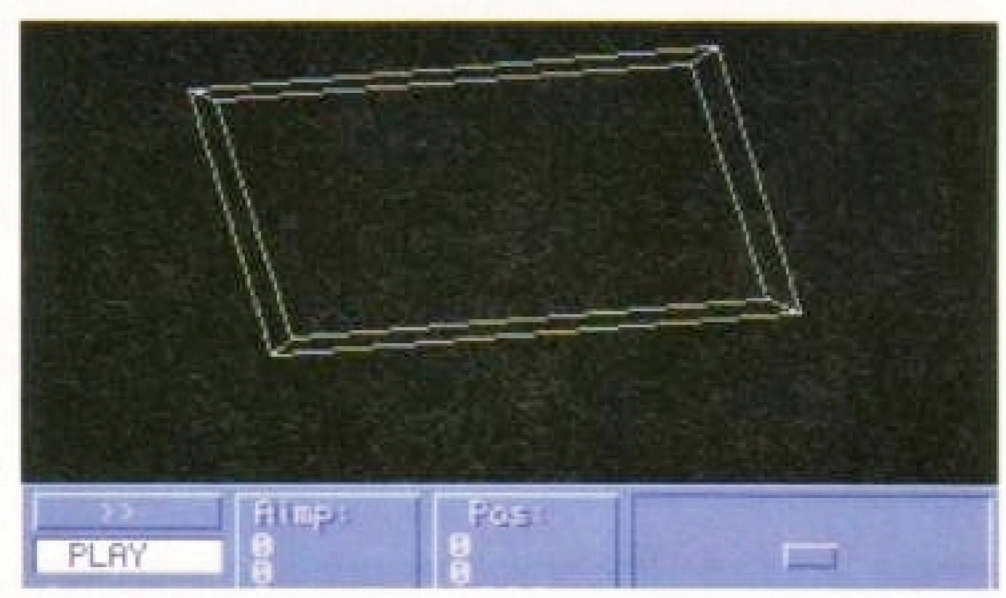
4 Go to the Projects/Animation window again and select Rotation. When you do, you'll be asked to select a point to rotate the cube about – click on the centre of the cube in the top-left view. Think of sticking a needle through the cube at this point and spinning it around.



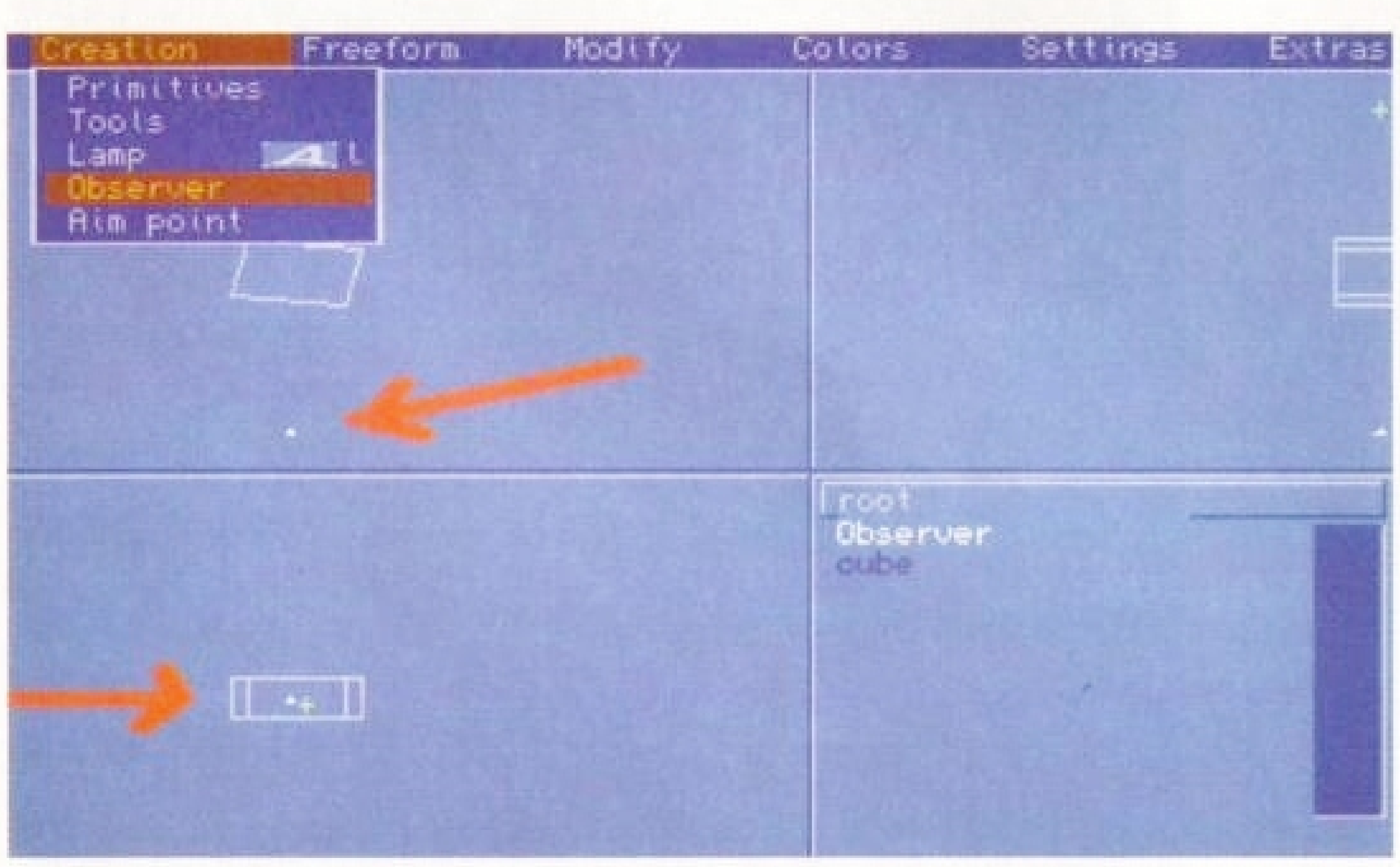
5 You will also be asked to enter the number of degrees the cube should be rotated. Although it will take a spin of 360 for one complete spin, enter 90. You'll see why soon. Make sure the frame count states from 0 to 9: if you have been clicking on the arrows, the frames may be different.



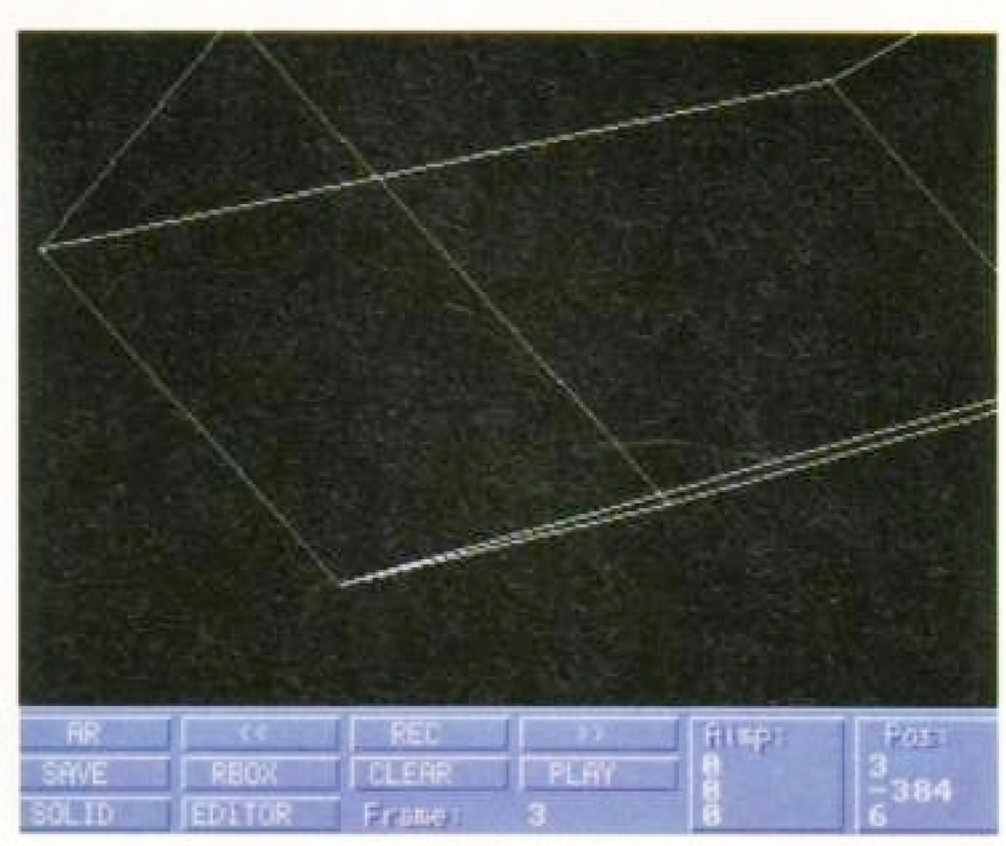
6 Use the Animation menu's Play command (or press Shift and P together) to see the cube rotate. Since the cube has four sides, a continuous rotation of 90 degrees will appear like a complete turn. This has saved us a good number of frames.



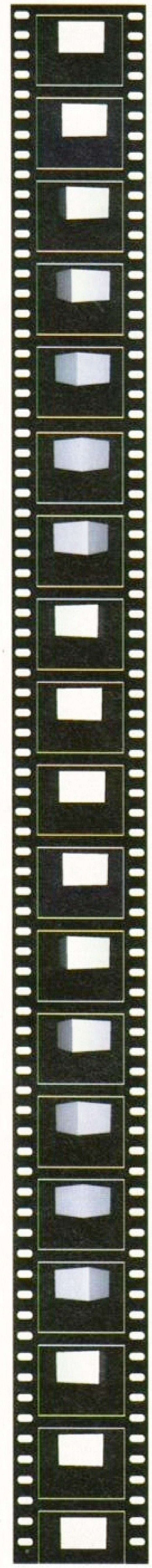
7 Go to the Wireframe screen (press w) and you will see the cube drawn from above. Press the PLAY button and you'll see it spin. Unfortunately, the viewpoint is from directly above, which isn't very interesting. Go back to the editor screen (press e) and we'll try to sort it out.



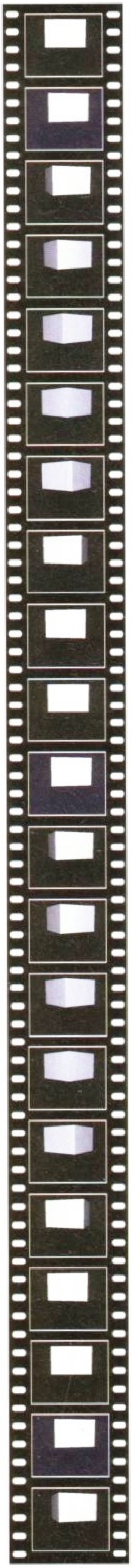
8 We need to control accurate the placement of the viewpoint; that is, the invisible camera which "sees" the objects and displays them on screen. Use the Creation/Observer option and click just beneath the cube in the top left. You may have to move it into position (use Move, like with any other object).



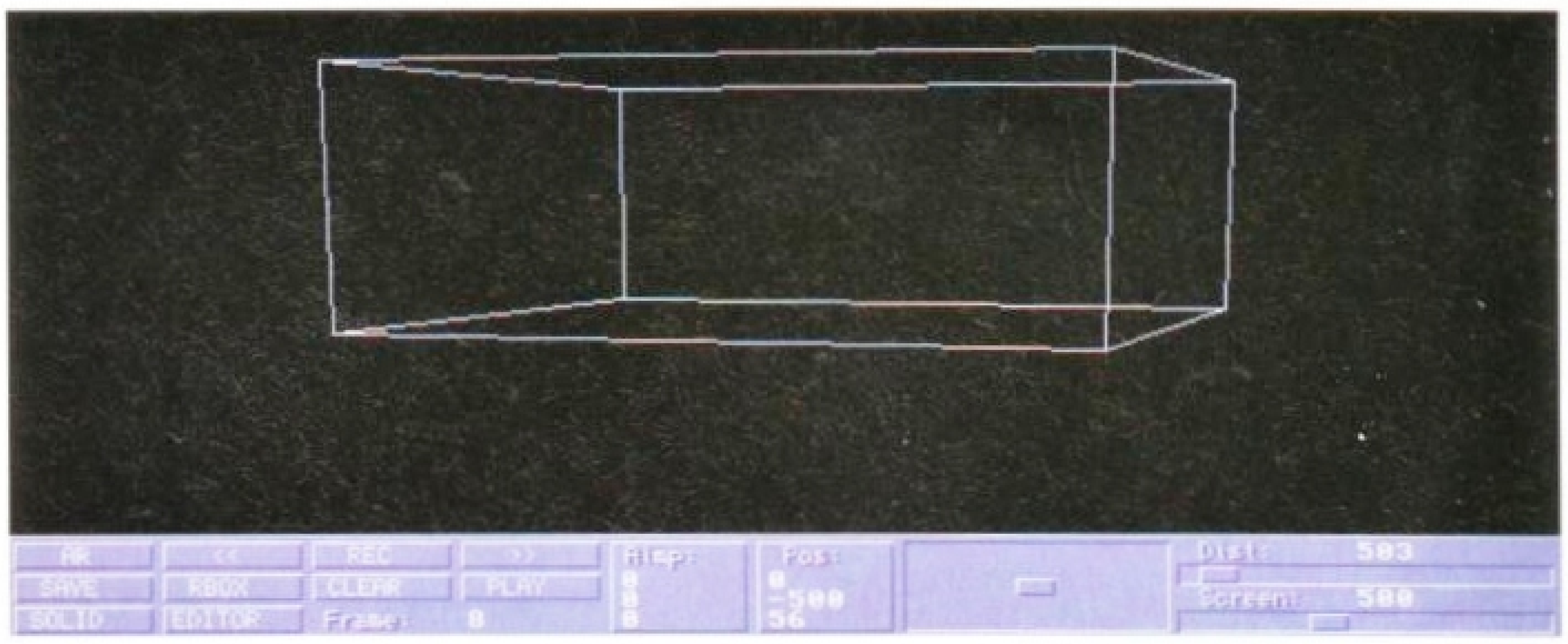
9 Now go back to the Wireframe screen. You will see the cube from a different angle, although it may not be perfectly square on. We'll see how to enter the position numbers accurately next.



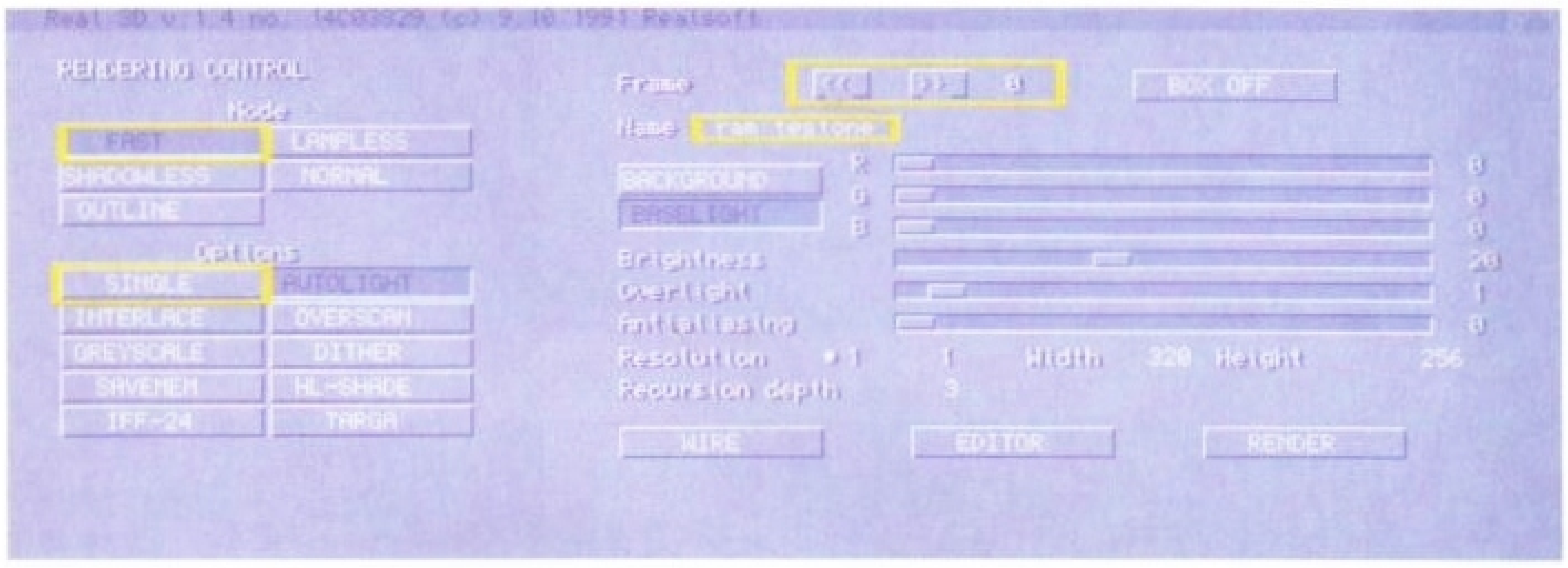
Continued overleaf ➡

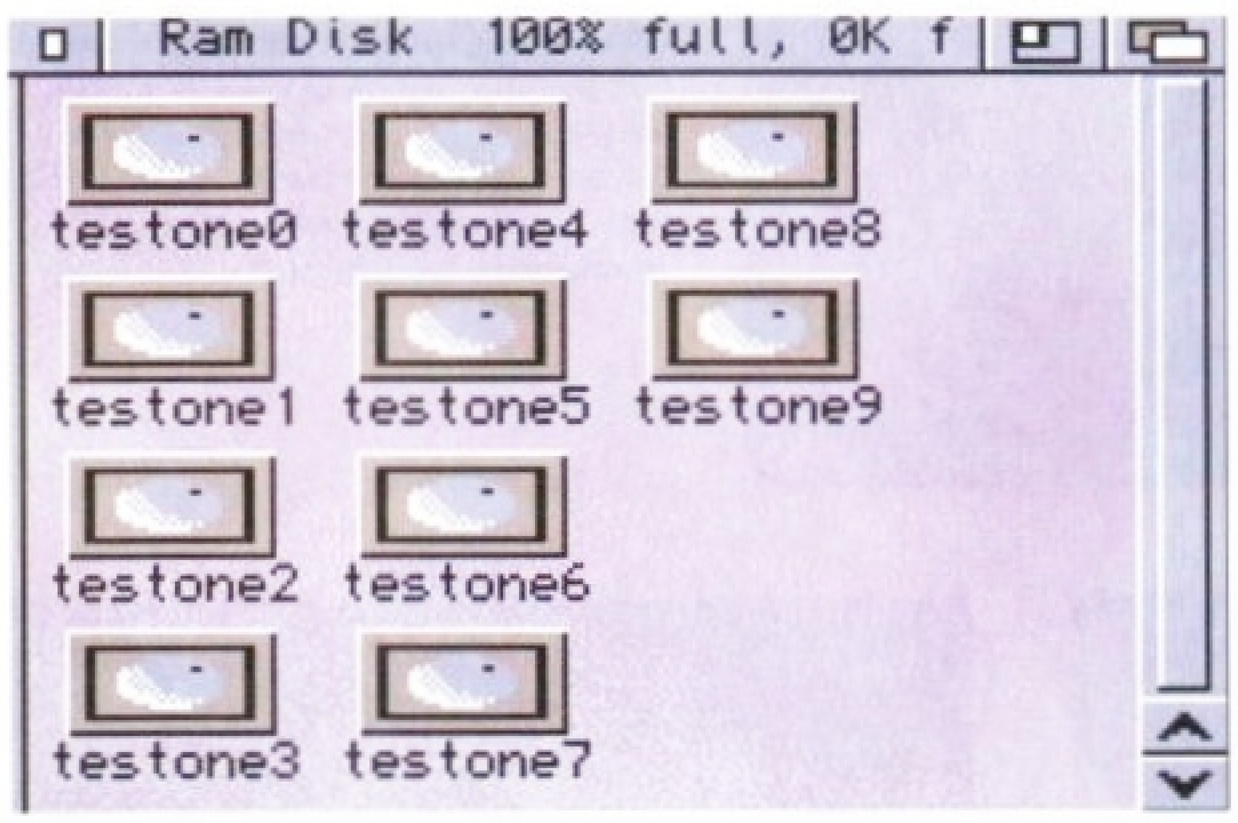


10 Use the arrow keys to move back to Frame 0. Into the box named Pos:, copy the numbers from the screen below. Now press the REC button. The frame number will increase, and the new positions will be stamped into place.

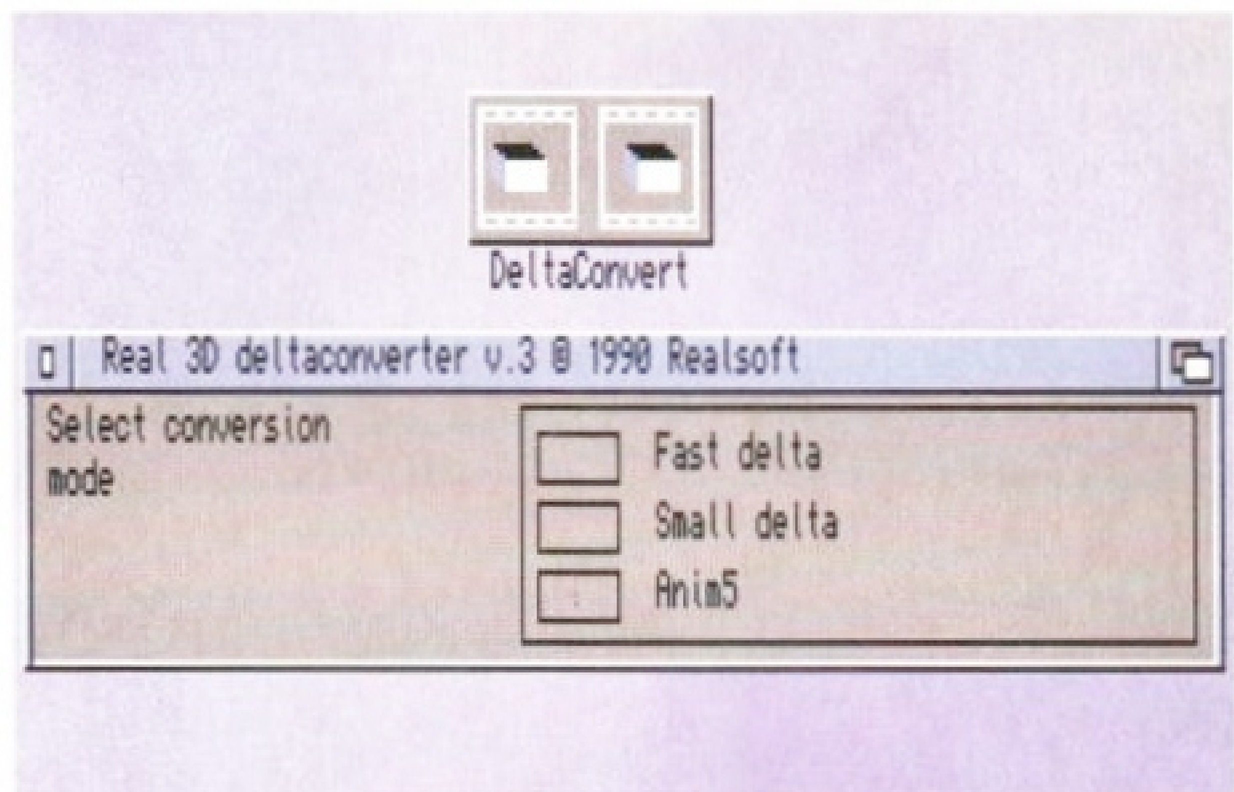


11 Now we can think about rendering the images. Go to the solid screen (press q). The important settings are highlighted in yellow; namely, the frame number set to 0, the Name field set to point to RAM disk and the images given a name. Check also that you are in Fast mode and that Single is switched off. Now click on render.

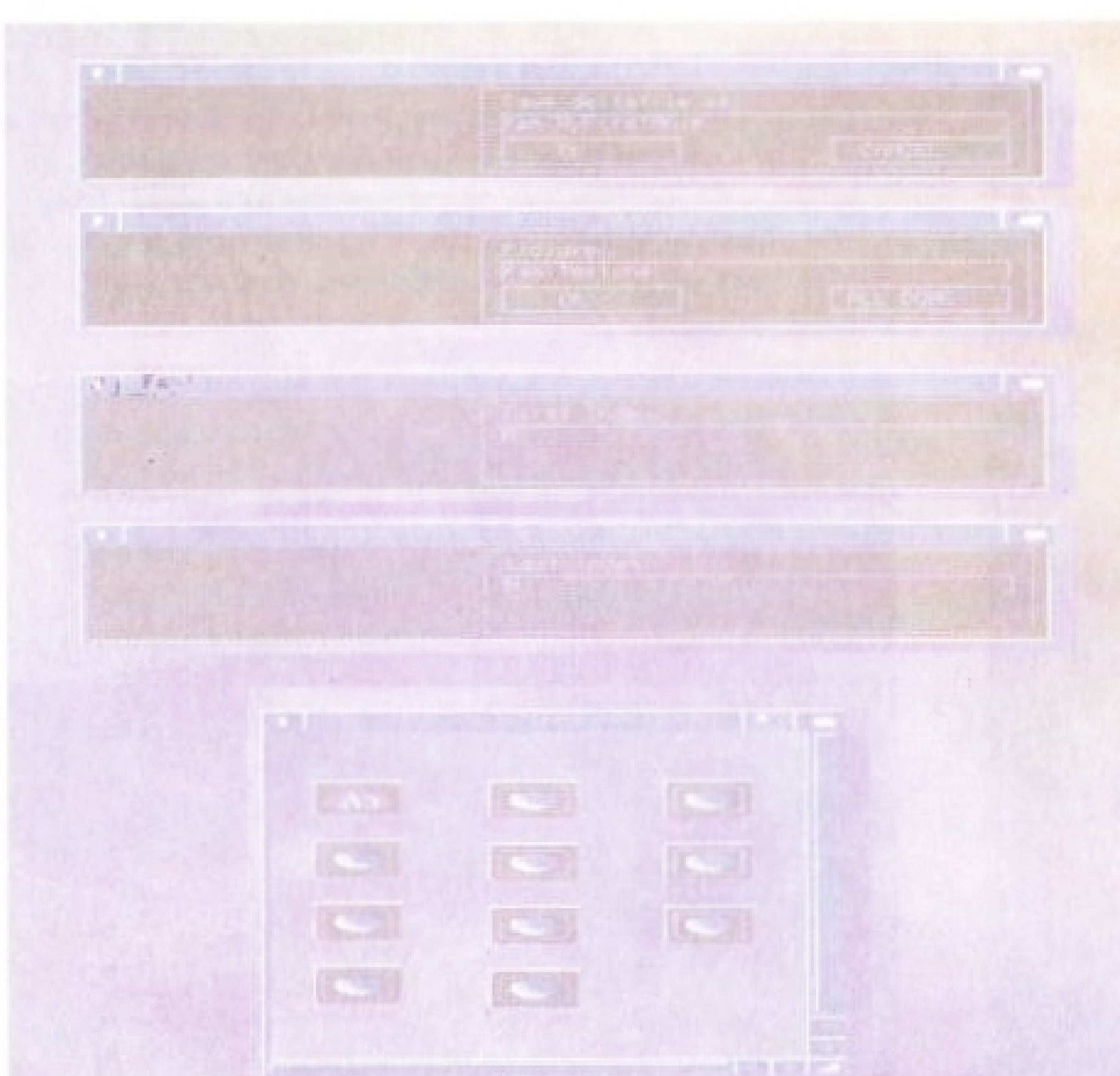




12 After a few moments, the rendering will be stopped. Go to the RAM disk on Workbench and you'll see ten little icons. Each is for the images that you have rendered. If you click on them, they should be displayed in turn. However, let's make a true animation file from them.



13 The program we need came on the distribution disks and is called *DeltaConvert*. This program takes a selection of stills and creates an Animation. There are three different types of animation file: Fast, Small or Anim5. Use Anim5 if you want to use the animation with other programs (*Deluxe Paint*, *Viewtech* and so on).



14 You need to feed in the name of the still frames (remember the path to RAM in our case) and the first and last index numbers (which are 0 and 9). Then feed in the name of the finished animation (with path) and wait. When all is finished, you can load the animation into *Deluxe Paint* and watch it. If you selected the Fast or Small options, you can use the *DeltaPlay* program included.

ANIMATION TIPS

- Stick to small numbers of frames to start with. Remember, each frame needs to be rendered individually, so if you render an animation with 100 frames you need to render 100 images.
- Experiment with the Fast and Small delta animation formats. Fast produces larger files, but they play back faster. Use Small if you haven't a lot of memory spare.
- The Anim5 standard is good: but Anim7 is better. The image and animation viewing program Viewtech comes with a utility to convert Anim5 files into Anim7 format. Anim7 will play back very smoothly indeed, even from hard disk. *Personal Paint* also supports Anim7.
- You can create you animation in any mode you choose: not only Fast. If you use the IFF-24, then many more colours are used and using a program like *Deluxe Paint* and its dithering feature, you can create an animation with much more detail.
- If you set up animations to render overnight, check you have enough disk space to store all the images. Never leave the monitor on, only the computer, and make sure there is adequate ventilation. An Amiga sitting on the living room carpet is *not* adequately ventilated.



A spotty problem

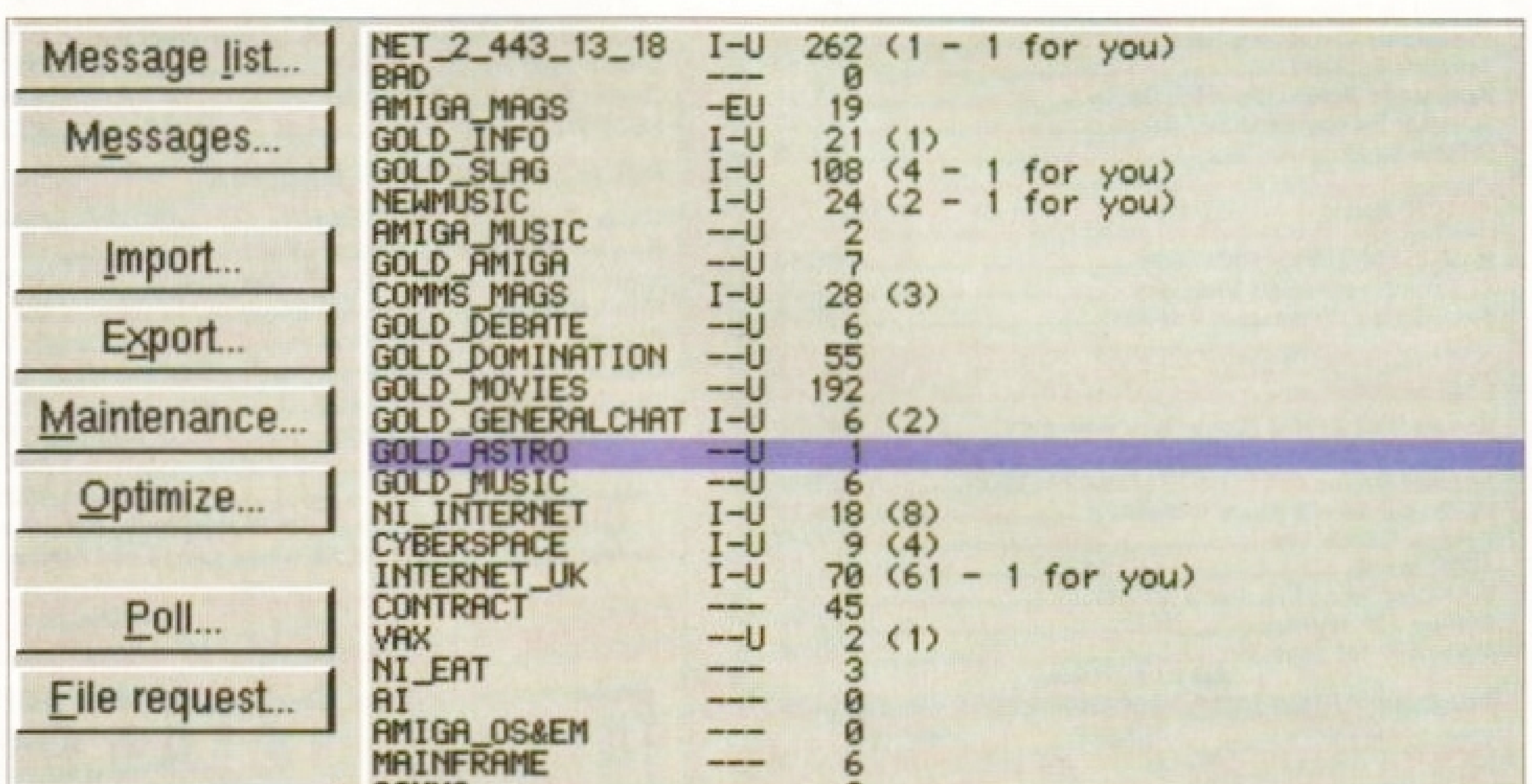
Darren Irvine takes a look at getting started with the Fidonet mailer *Spot*.

Having read my recent introduction to Fidonet, you may have been tempted to download a copy of Spot and give it a go (who knows – you may even have been able to use my ultra brief installation guide, wonders will never cease). This month, Amiga.Net takes a closer look at Spot and hopefully clears up any blemishes that might be obscuring your understanding of this useful program.

THE AREA LIST WINDOW

This is the first window that you'll see when you run Spot. Each of the areas that you are connected to are shown in a list on the right hand side of the screen. Beside each Area name are three flags indicating the type of messages held in that area – when each of these flags is unset, it is represented by a dash. The first flag "I" indicates that mail has arrived in this echo from the last Import. In a similar way, the second flag – "E" – denotes that you have sent mail in this echo that has yet to be Exported. The last flag "U" indicates that there is mail in this echo addressed to you to which you have not replied.

Moving right across the screen from these three flags, you will see a number beside each Area name. This is total number of messages stored in that area. If some of the messages in a particular area have not been read, the number of unread messages will be shown in brackets. Additionally, if any of the unread messages are specifically addressed to you, this number will also be displayed.



Spot's main screen can initially appear a bit confusing, but you'll soon get the hang of it.

JARGON

JargonArea – Term covering both Fidonet Netmail and Echomail.
Import – The act of unpacking a bunch of messages downloaded from your Boss node using Trapdoor.
Export – Pack up any messages that you have generated ready to be uploaded by Trapdoor. Note that even if you don't explicitly select "Export", Spot will prompt you to do so when you poll.
Thread – A group of messages all traceable back to a single message.

THE MESSAGE LIST WINDOW

In the Area List Window, the area that is currently selected is highlighted by a blue bar and if you click on "Message List" you will be given a scrollable list of all the messages contained in this area.

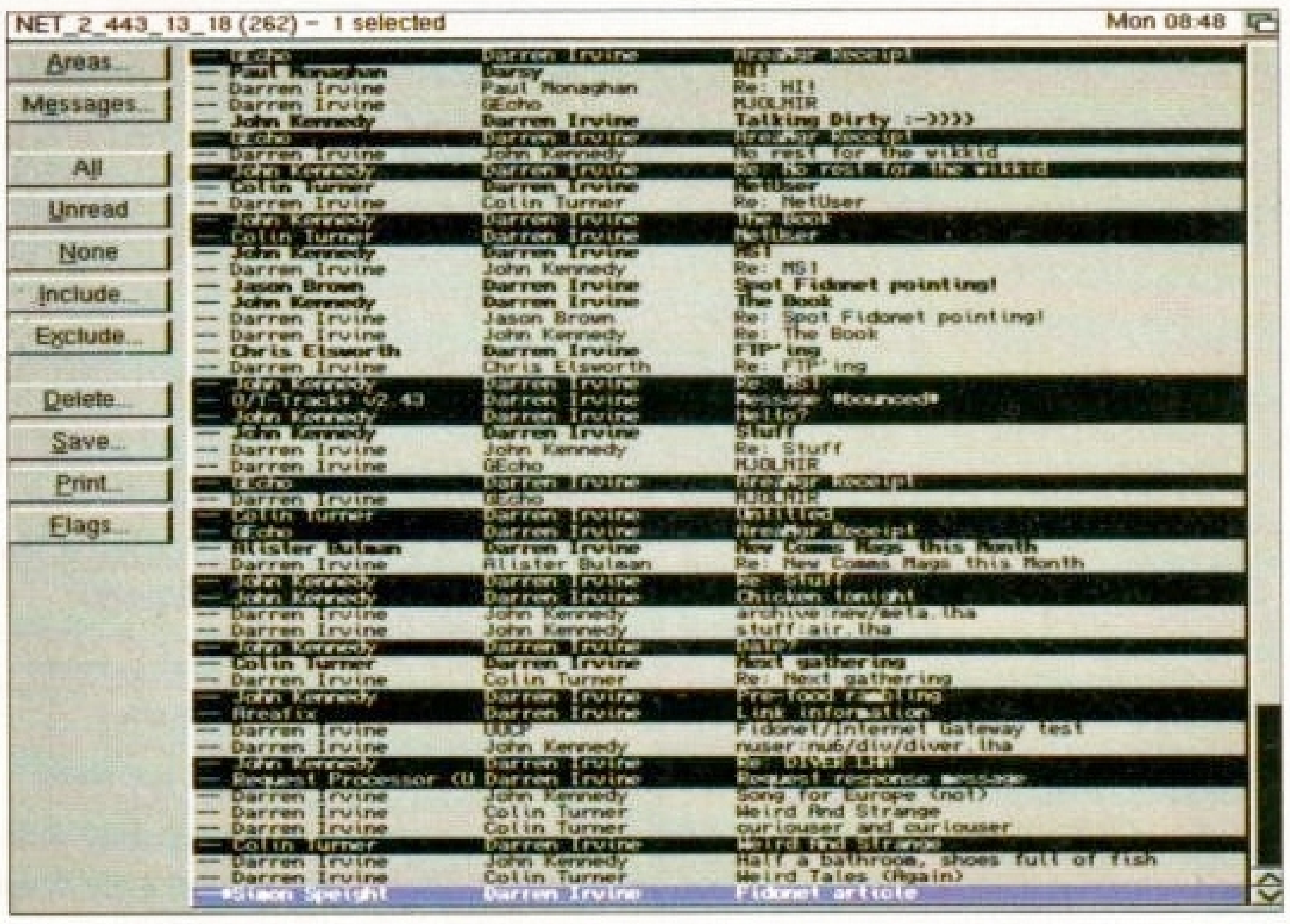
For each message in the area, details are displayed of who the message was from, who it was addressed to and the subject area. Unread messages are marked with an asterisk to the left of the message sender's name.

Beside the asterisk, another flag gives more information as to the state of the message. An "E" again indicates that this message has not been Exported by you and a "K" indicates that the message has been marked as "Kept".

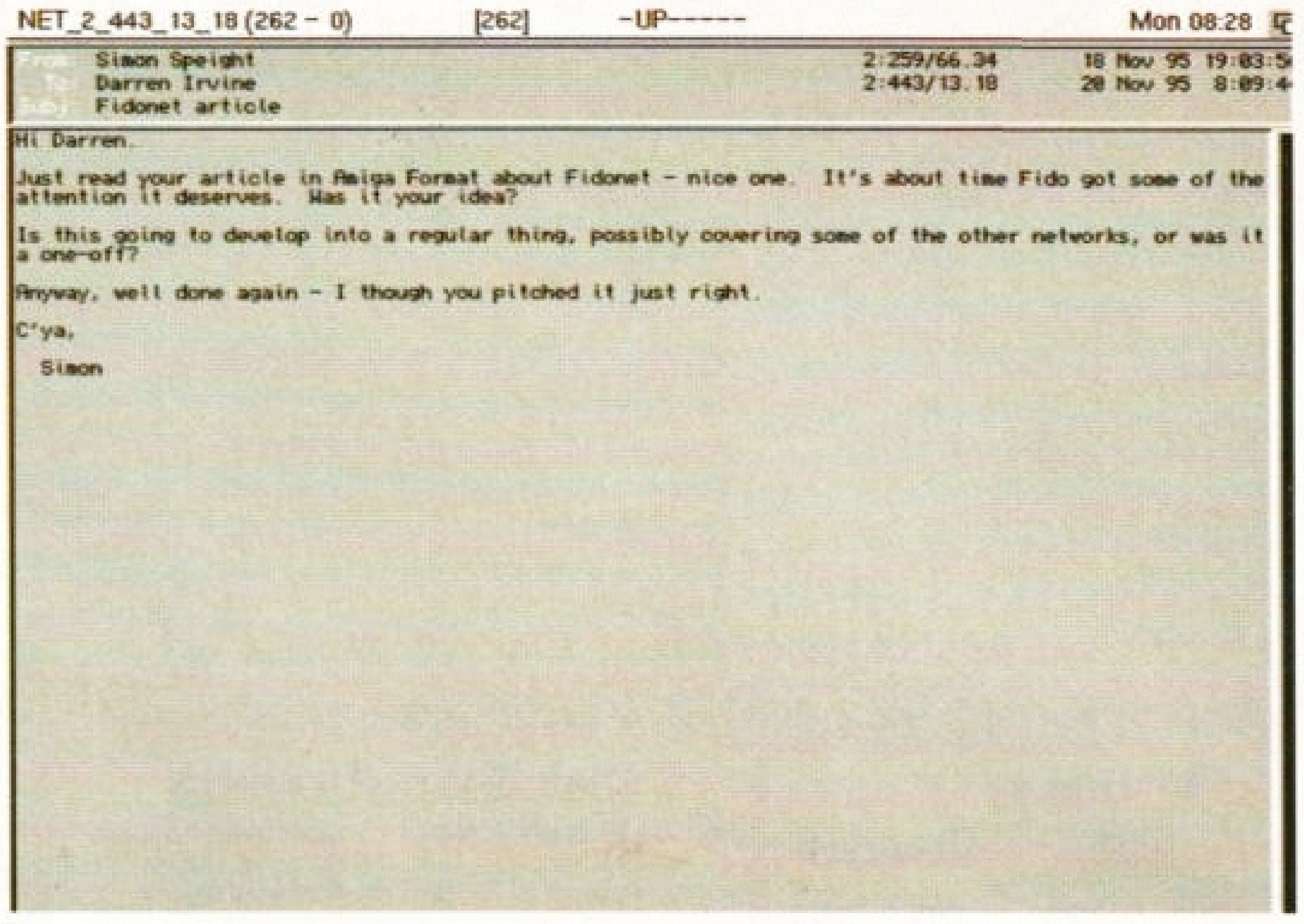
You will notice that the lines are displayed in a variety of different colours and formats, and the meaning of these at first incomprehensible variations is as follows:

- Messages sent by you are plain black text on a gray background. This is the simplest case – from now on things get weirder.
- Messages printed in inverse video (grey on black) are messages sent to you to which you have not replied.
- Messages to which you have in fact replied to are shown in bold (black on grey).
- The message that is currently being read is displayed as a variation of the above options – if you haven't replied to the message then it's shown as reverse video text on a white background and if you have replied to it, then it's white text on a grey background. Confused?

As if the above wasn't enough, you can further cloud the issue by "selecting" a message



If you thought the Area Window was bad, check out the MessageList Window – God help you here if you're colour blind.



What finally reading a message actually looks like – honestly, I didn't make this one up.

or messages, by clicking on them (for instance to select a range of messages to print or delete). In this case, the colour blue is introduced to confuse things still further:

- Messages originated by you are plain black on a blue background.
- Unreplied messages are the inverse of this, with blue text on a black background.
- Replied messages on the other hand are bold black text on a blue background.

None of this makes much sense until you've been using the program for a while, and eventually everything will start to become clear.

THE MESSAGE WINDOW

When you double-click on a particular message in the "Message List" window, or click on the "Messages" button, the actual text of the message itself will be displayed. If the message is longer than one screen of text, you can use the scroll bar on the right hand side of the screen, or the arrow keys to move up and down.

Along the bottom of this window are a row of eight buttons, allowing you to navigate your way through the list of messages in the current area. The first button marked "Write" is fairly self-explanatory, and allows you to send a new message to the current area. Similarly, the next button "Reply" allows you to reply to the message currently being read.

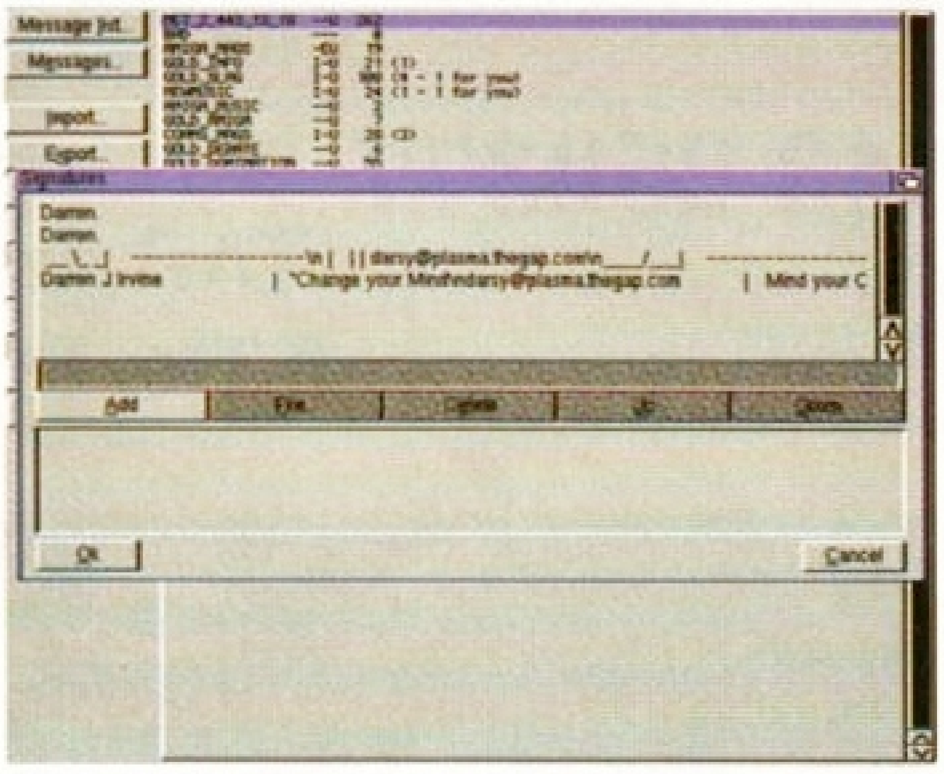
The next two buttons marked with "<" and ">" symbols allows you to page through the messages in the current area one at a time. If you prefer you can use the left and right cursor keys to perform the same function.

Next along there are two buttons marked "R<" and ">R". These perform a similar function, except that instead of moving through the message list one message at a time, these move to the previous or next message belonging to the same discussion thread as the current message.

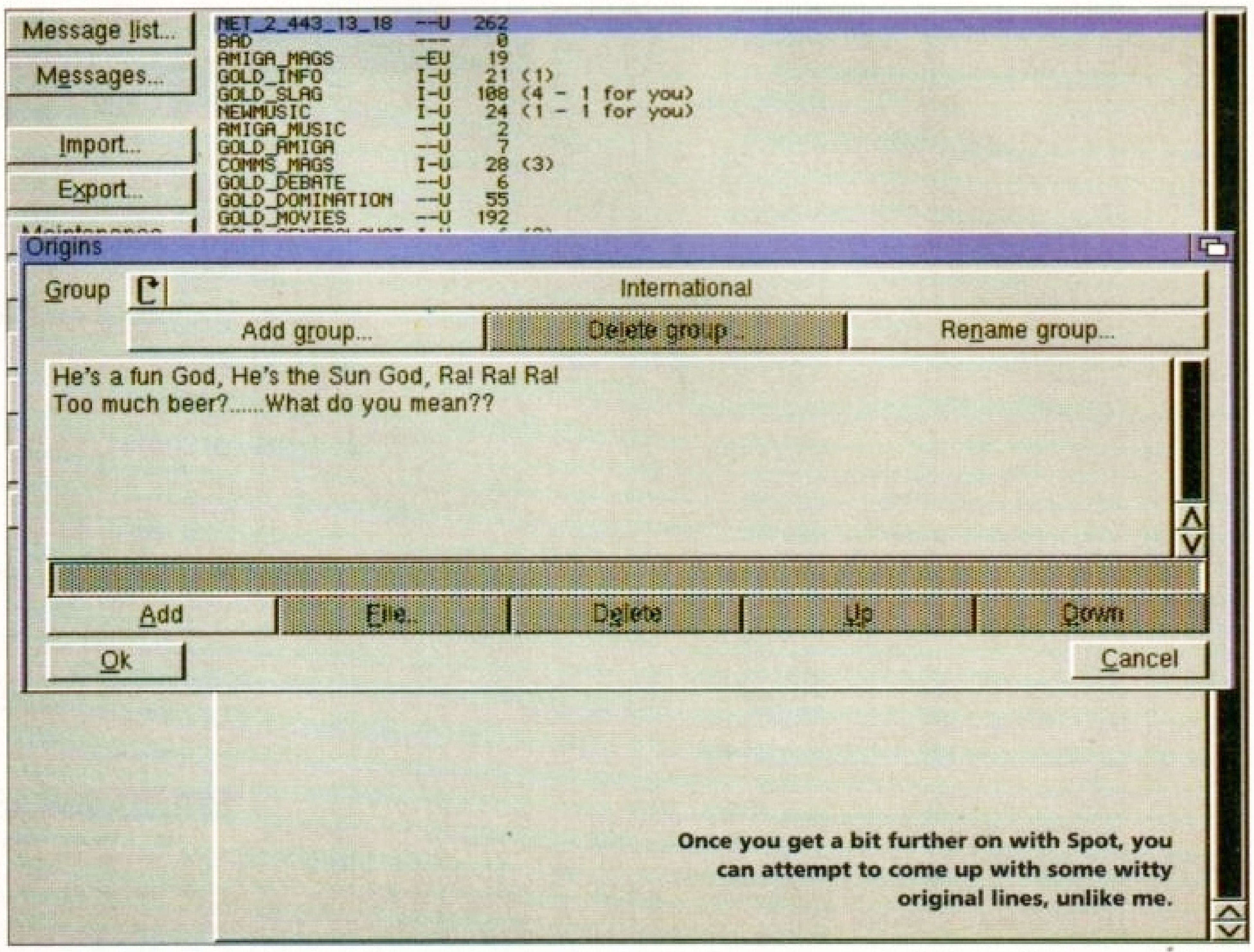
A "thread" is a group of messages that are associated with each other. Generally (but by no means always) messages in a thread will share a subject line and be about a similar topic.

The last two buttons marked "Areas" and "Message List" respectively take you back to the appropriate window.

Of course, there's much more to Spot than the three windows described here – I haven't even touched on the features available from the pull-down menus, but hopefully this should be enough information to get you over the initial "??" stage that goes with using any new program. There is some good documentation supplied with the Spot archive (cunningly called Spot.doc) in addition to the same material supplied in AmigaGuide format, so you should be able to use these to help you get to grips with some of Spot's more obscure features.



Spot also takes Signature design to new highs, allowing multiple signatures determined by Area.



Once you get a bit further on with Spot, you can attempt to come up with some witty original lines, unlike me.

RUMOUR MILL

It's all been a bit quiet on the Fido front for me recently due to an unfortunate "LHA" related debacle on The Heart of Gold – the system through which I get my Fido feed. So as usual all the dodgy stuff this month comes from the Internet.Comp.sys.amiga.advocacy, filled with the usual PC and Mac loonies who are continually under the impression that sensible Amiga users can be swayed from the true path by mere processor speed, availability of software and cheap peripherals (slap my forehead with a kettle lead, what am I saying).

Worry not, however, because conclusive proof has been found that the Amiga and WB is a superior system to a Window's '95 running Pentium. The redoubtable William Lear (of *Amiga Report* infamy) has come up with a number of points why the Amiga is the better machine. Chief amongst these is that when moving the mouse pointer around the screen – "I'm talking rapid circular movement" – the mouse pointer left images of itself on the screen, whilst the Amiga mouse pointer suffers no such hideous deformity. Lear concedes that the images left by the Windows mouse pointer are "not permanent". Well William, you've certainly convinced me.



Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

UPGRADE OR DIE

STAR LETTER

Does anybody remember the days of the A500 (I'm talking about the early ones, without those, then expensive, 0.5 Mb RAM expansions). Everybody was satisfied, simply because the Amiga was the best games platform. Then games like *Dungeon Master* and *Lotus Esprit Turbo Challenge*, among other 1Mb-only games started to appear, pushing the Amiga even further.

It did not take long before every decent Amiga owner purchased extra memory for their loved ones. The result was more spectacular 1Mb-only games to hit the shelves. Everybody from the Amiga user to the producers seemed to earn a lot in this.

Why did things stop back then? Most people still have 2Mb RAM, 68000/020 processors and too many are having a hard time with floppy-only systems. Those systems are just as good as they have always been, but the owners of them should not whine and complain about the fact that Commodore did a lousy job; games developers are sidelining the Amiga; *Dark Forces* will never appear on their computers; and so on. The PC and console market is, unfortunately, way ahead of the Amiga when it comes to games of certain types.

My message to the people is: "Go on, sell whatever valuables you own and buy some powerful gear for your Amiga (68030/RAM boards or a CD-ROM drive)".

Then ask the market to bring out *really* hot stuff.

And here goes to the games producers: "Produce some *really* hot stuff that depends on extra hardware and I promise you that the people will follow the high technology race. I bet that if it was not for hot games, the average PC would still be a normal 386 without a sound card".

The reason I'm writing this is because I own an A1200 030/50MHz 10Mb RAM 425Mb HD and I can't wait for a game not only to benefit from, but actually depend on my powerful processor. (Please Nick, let me read the classic lines: "By the time you read this... Take a look at page... Full review next month... etc.)

By the way, could anybody tell me if there exists a mouse/joystick switch that can handle a CD³² pad, because the Alfa autoswitch does not.

Hauk Langlo
Norway



Why are Amiga owners so reluctant to upgrade? Do we perhaps need more games for accelerated Amigas only?

You are right. For some reason Amiga owners seem very reluctant to upgrade their machines, which surely restricts what programmers can do. Many programmers are finding that in a lot of ways, they have pushed the boundaries of the hardware to the limit.

I can tell you, though, that a special version of Gloom, designed for accelerated Amigas, will be hitting the shelves soon, and hopefully we will give you a full review in the next issue.If it is successful, perhaps more software developers will follow this lead.

CUSTOM KIT

Could you encourage Sensible Software to release a proper team editor (for player values, abilities, nationality, etc.) for their excellent game *Sensible World of Soccer*.

To be fair, the custom teams are not exactly flexible and an editor program must already exist in order to have entered all the original (and now out-of-date) data. It could easily be distributed through the Public Domain for little cost and would greatly increase the lifespan of the game.

Also, on *SWOS*, the player values for the national teams can sometimes be displayed by importing them into the custom teams and playing them against a club team. This has crashed my Amiga a few times, but if it works it is useful to see the values of each player.

Finally, whatever happened to the very promising *Battle Isle II*?

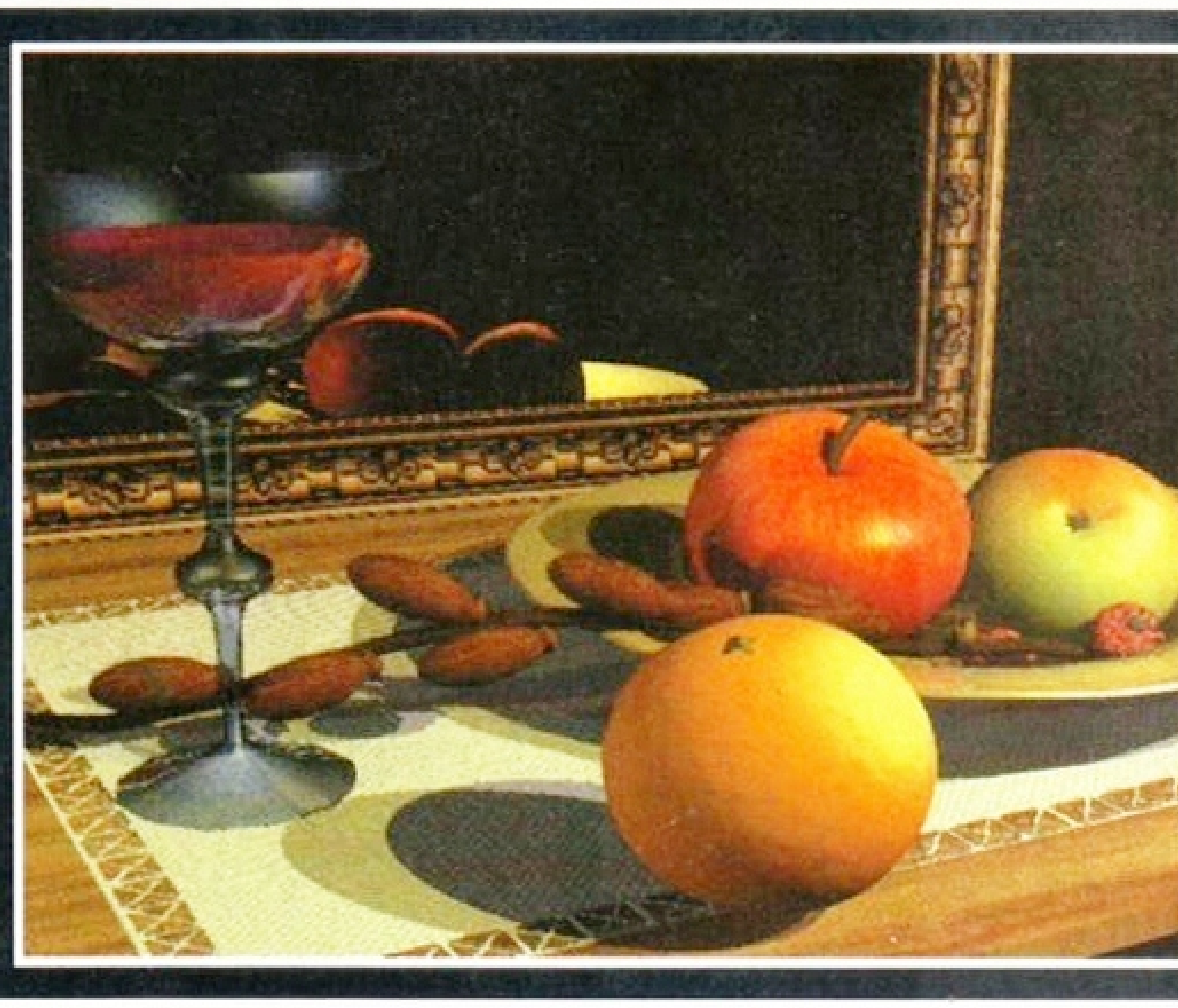


"Release a proper team editor for the excellent *SWOS*," demands a reader.

Continued overleaf ➡

The Gallery

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REALISM

Created by Andrzej Puchta
UL SZCZERBIEC23
11-300 BISKVPIEL
POLAND

Created using Real 3D v1.4.

Tim Hughes
Gwent

Interesting you should mention it, because we are just at the moment attempting to bring you a quite tremendous saved game editor for SWOS, which will allow you to adjust almost anything in the game as regards to player attributes, worth and so on. Look out for it on an AF Coverdisk near you soon.

Battle Isle II looks like a bit of a non-starter for the Amiga at the moment I'm afraid, but Blue Byte may reconsider in the future.

ALIEN TERROR!

Being an avid fan of strategy games I was unable to resist buying a copy of Microprose's *UFO Enemy Unknown AGA* from my local computer shop at a bargain price (£12.99), but was dismayed to find that there was a bug on disk two. Not a problem – the shop was finding another copy and should be able to get it to me by the end of the week.

In the ensuing time I attempted to salvage the information from the duff disk. I was partially successful in recovering all but one file and this would only be used by the UFOPaedia section of the program, so it would be playable until I get the new disk. All seemed to be going will until the turn-based battle section where a bug occurred.

I phoned the Microprose helpline and explained about the repaired disk possibly being the cause of the problem, but could they help anyway.

It turned out that this was a known bug caused by a memory allocation problem in the later revision of the A1200 and that only a few instances have occurred so that they are not doing anything about it. The only advice given was to buy some Fast RAM, or take the program back to the shop and get my money back!

Two points arise from this:

1. Surely all the Escom A1200s now back on sale are the new revision and hence will be incompatible with *UFO*?

2. How many other shops will be as understanding as ANTICS in Plymouth, who allowed me to exchange *UFO* for another program without question?

If Microprose wish to sell this excellent program to the new Amiga 1200 owners, they are going to have to update it, but the Helpline operator did not seem to think that this was going to happen.

I.M. Le Couteur Bisson
Plymouth



Has anybody else had bug problems with *UFO: Enemy Unknown*?

This is the first we have come across this particular problem, but these things sometimes happen and without knowing too many of the details, it is difficult to know whereto apportion the blame. Programmers are given very definite guidelines as to how their software should work, and sometimes these guidelines are ignored.

Something as simple as changing the make of floppy drive used in the A1200 caused a great many games to have problems, because the coders had ignored the advice. Fortunately, there are usually ways around this and I would suggest that you try running the excellent PD program Half'n'half, which is also on the AF66B Coverdisk.

Not having a "new" A1200, we can't test this here, but it may work.

TO BE OR NOT TO BE TFX

I have a query regarding a letter in your "Workbench" section. A reader enquired as to whether or not an accelerator/FPU will speed up the running of *TFX*. The reader is advised that it most definitely would.

What I would like to know is how can you speed up a game that is not available for sale? Having seen *TFX* advertised for some time in most, if not all Amiga magazines, I have tried in vain to secure a copy of this eagerly-awaited game. My most recent enquiry to Post Haste of Canterbury resulted in me being advised that Ocean had put the game on indefinite hold and is not available anywhere.

I don't know if you can throw any light on this situation, but I find it rather disconcerting to read about software that doesn't exist.

Thank you for your attention.

Geoff Ashden
Kent

It does exist, it is finished and has been for months and months. Basically, the game has been suspended. Initially this was because they were hoping it would be bundled with the relaunched A1200, but that is not the case. Currently, Ocean is considering when to release the game.



When will Ocean release the long-awaited *TFX*?



TAG HEUER

Hand drawn by Andrew Bolt from Lancs.



MISS AMERICA

Created by Jon Court from Glasgow.



BEAUTY & THE BEAST

Created by S.J. Edmunds from Lincs.

PD AMONG THE RAINFORESTS

Well here I am. *Amiga Format* is my favourite magazine and I would like you to print my address in your magazine, because I want to start a PD library with my friends here in Brazil.

There is not one PD house here in Brazil but sadly, on the other hand, there are many piracy houses selling Amiga games, utilities and demos. The people who are interested in this project should send us a copy of his/her game, utility or demo to:

The Factory PD
Rua Sagrado Coracao De Maria,
70 Apto 407 Praia Do Canto
Vitoria- E.S.- Brazil
CEP 29055-770

At the moment we're only working with A600s, A500s and A1200s. We don't yet have the A4000... We don't swap commercial games so please state *clearly* that we don't like piracy swapping.

People wanting to swap their state-of-art shareware, please write to us first.

I would also like to tell you that your magazine is amazing – I love it, but I think that the PD and Gamebusters sections could be a bit bigger.

Claudio S.M.
Brazil

Well, I really have no idea how many people read this magazine in Brazil, but we do get some mail from that direction, so I hope you get a good response.

I know what you mean about the PD and Gamebusters sections. My problem is that I think all the other sections should be much bigger too!

OVERSEAS BLUES

The launching of this Inter-Continental Ballistic Missive was prompted by a situation which plagues the mail-order industry. An example follows, along with a solution:

Like most of your regular readers, I thoroughly enjoyed the AMOS Professional Coverdisk of last January. So much so, in fact, that I decided to order the User's Guide as well. Then came the bad news. Even though the Guide was advertised in the most recently available issue of *Amiga Format*, you'd run out by the time my order came in. I've since written to Europress directly, so that it may all work out anyway, but another problem still exists.

When issuing International Money Orders, my bank charges $12.00 to convert US$ into British Pounds or vice versa. To give you some perspective, $12.00 is two hours wages for me. Now let's work it through:

- **An overseas reader sees an ad in the latest issue of your magazine. The cost is £17.99. If this item were on the shelves of his local shop, it would work out at $28.97, but it's not, so he has to send overseas for it.**
- **The advertiser wants £4.00 for overseas postage, so the total is now £21.99 or $35.40.**
- **The bank adds $12.00 to exchange currencies, so our hero lays out $47.40 for his £21.99 Int. Money Order.**
- **He sends his order off and waits two weeks.**
- **The order is returned unfilled because the item is not available for whatever reason.**
- **The bank redeems the returned £21.99 money order for $35.40, and charges another $12.00 for the transaction.**
- **Our hero now has $23.40 in a hand which once held $47.40.**

Losing $24.00 (four hours wages) to the wind in failed attempt to purchase $28.97 value item hardly seems just.

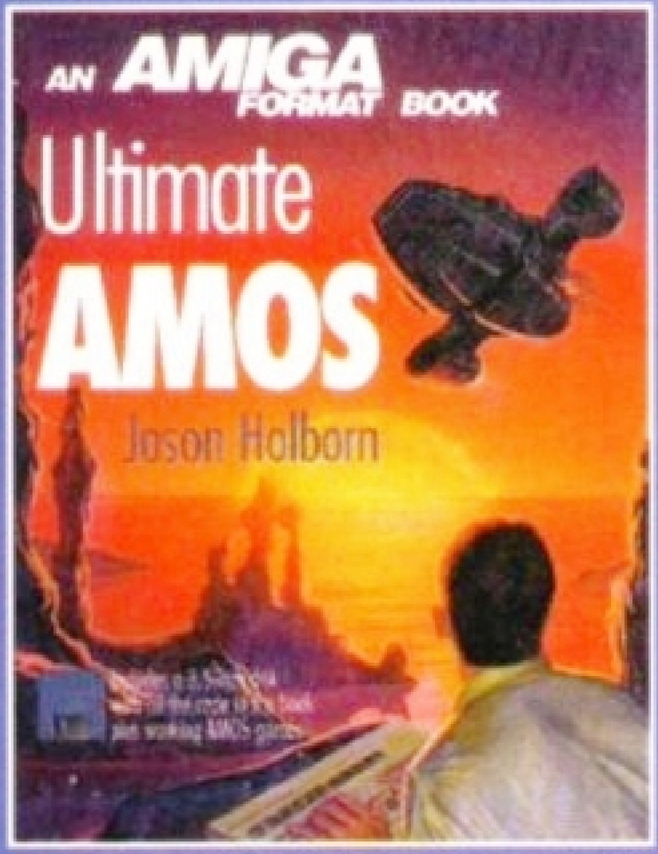
Because the overseas customer is literally putting his money at risk, he is deterred from making purchases from suppliers and manufacturers who insist that currencies be changed at the customer's end.

Now for the solution: since the customer is already willing to pay for the exchange of currencies, I suggest that the manufacturers add the exchange fee to the price for overseas orders and then accept U.S. funds which would later be exchanged by the manufacturer.

This way, if an item is not in stock, the customer's payment can be returned without the bank charging anybody anything. Everybody wins, everybody's happy. Except, maybe, the banks.

Please pass on this suggestion to your advertisers.

Robert Koch
U.S.A.



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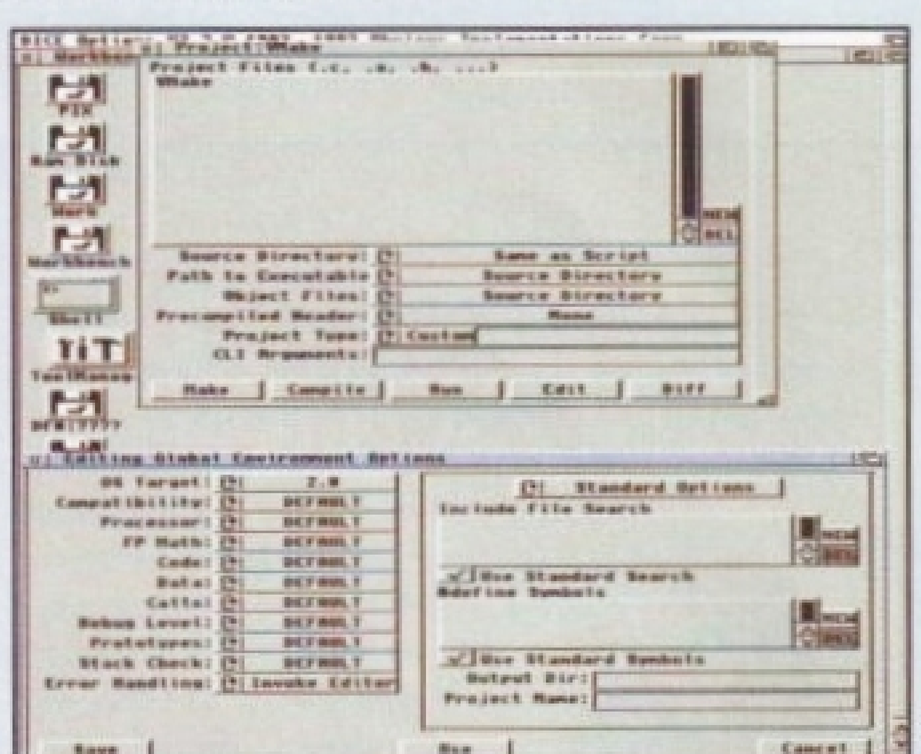
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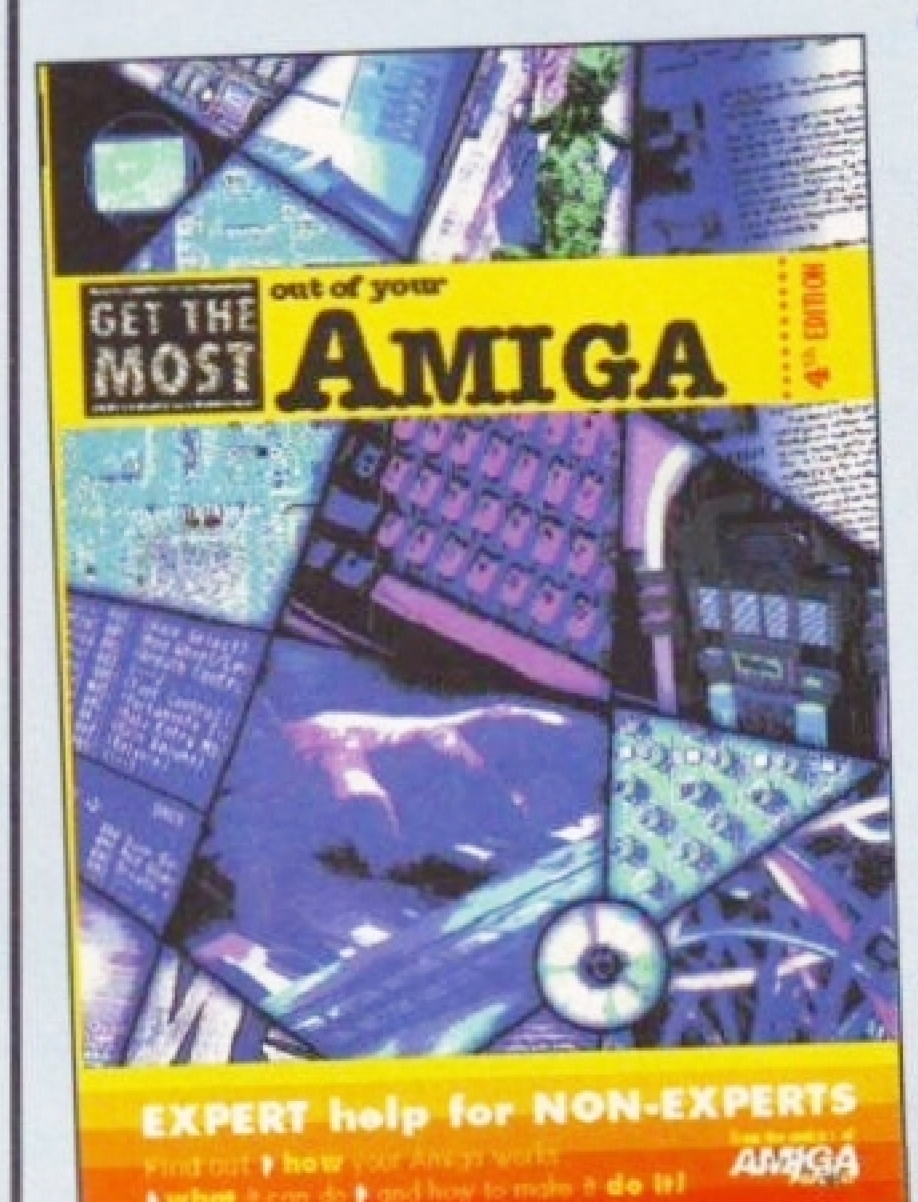


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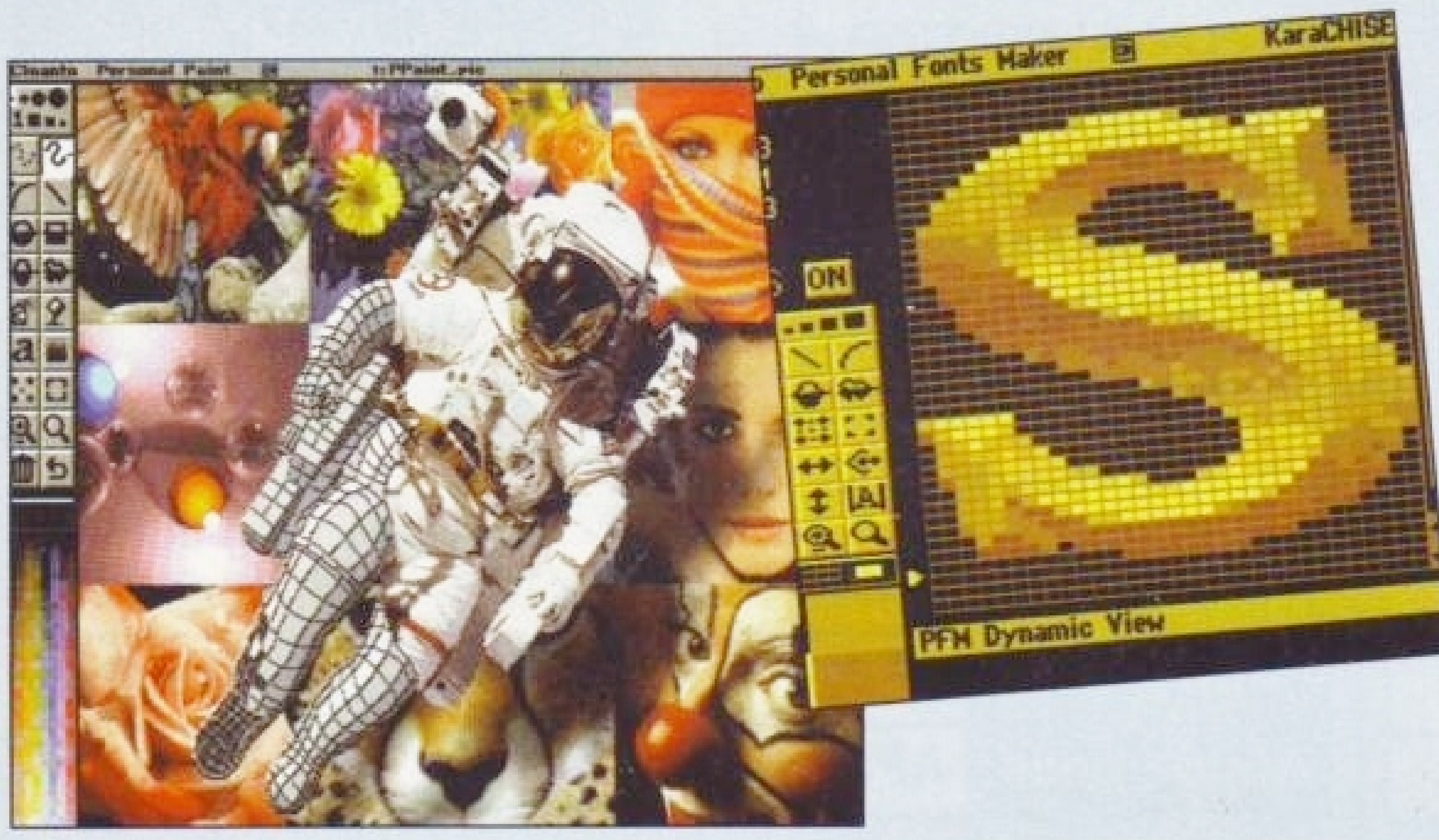
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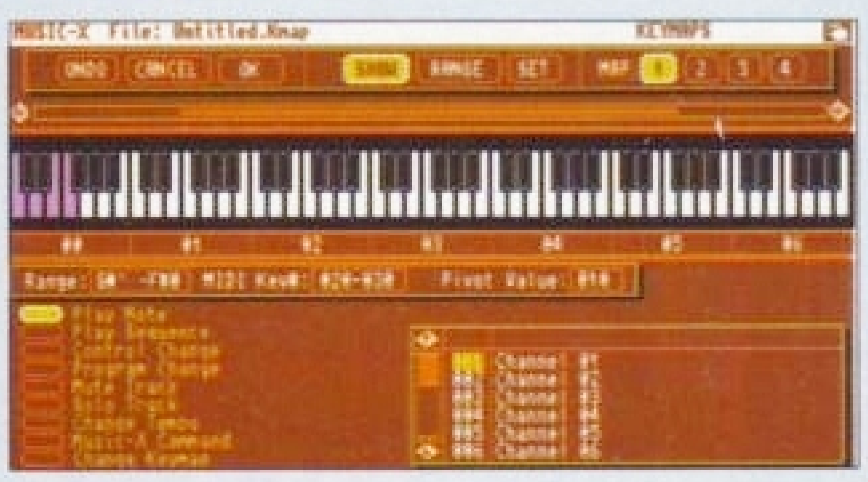
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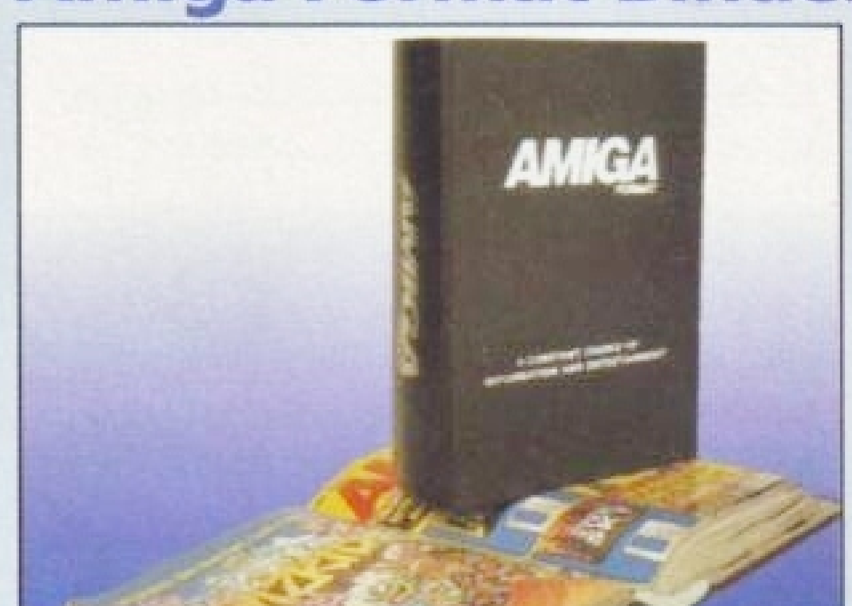


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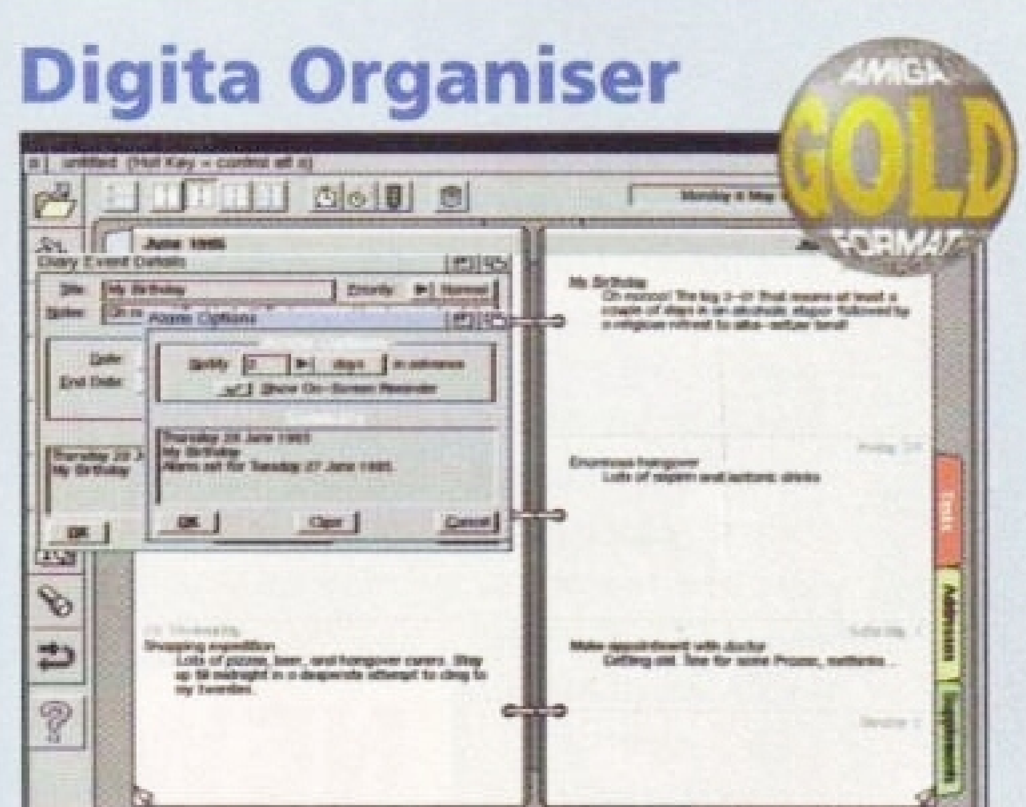
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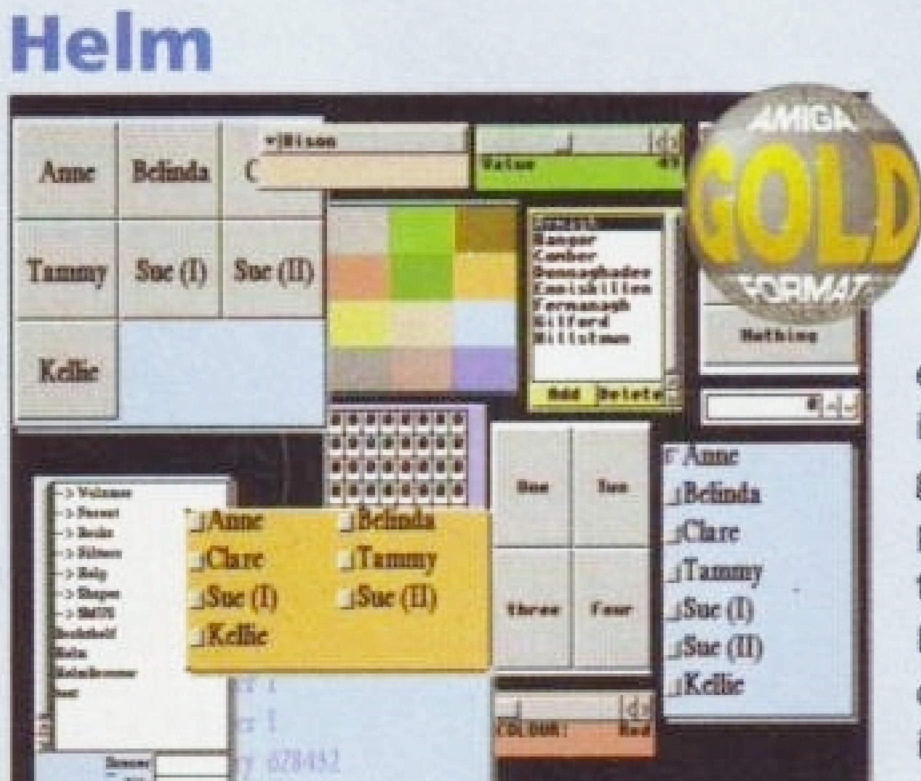
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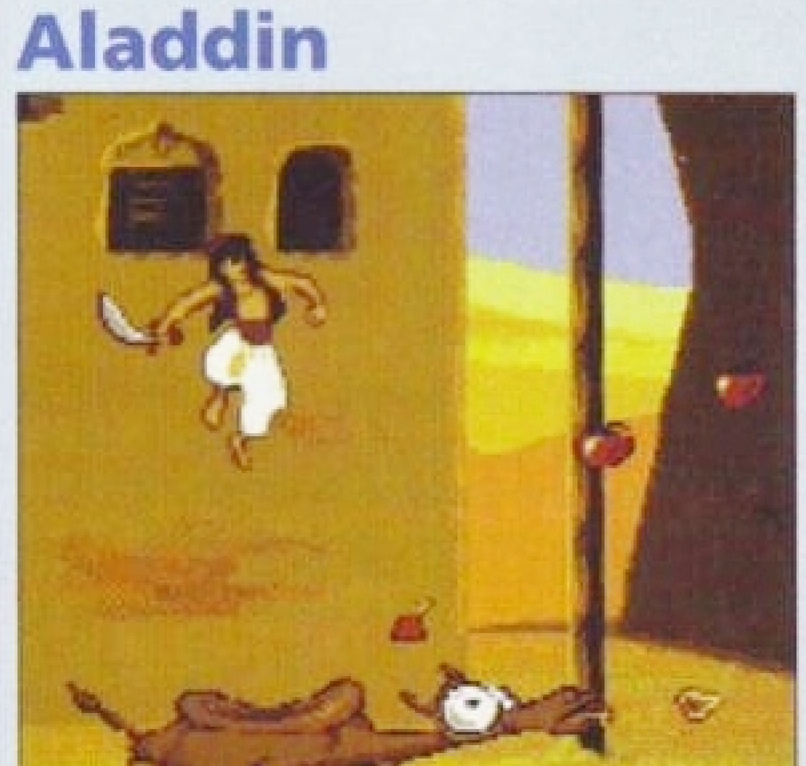
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Gloom



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NEW!

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Fears

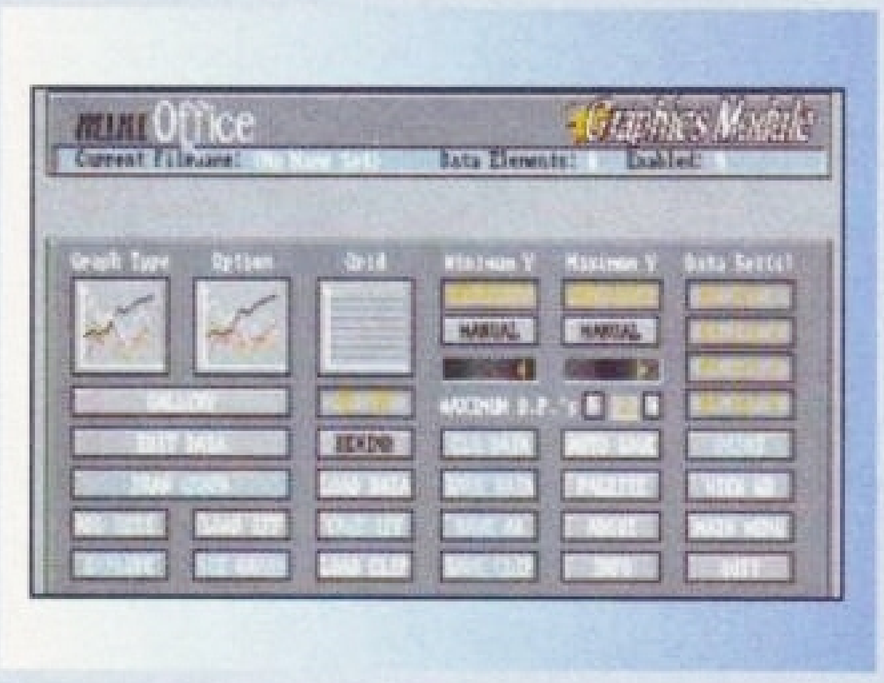


"*Fears* should be a compulsory purchase on every gamer's list," said our reviewer in *AF76*. In a head-to-head fight between *Gloom* and *Fears* they would either kill each other, or would have to settle for an honourable draw. Both these games push the standard A1200 to its limits. *Fears* manages real-time, full-screen texture mapping, optional dithering of the textures, re-sizing of the windows, use of the CD^{32} controller, and that all-important link option.

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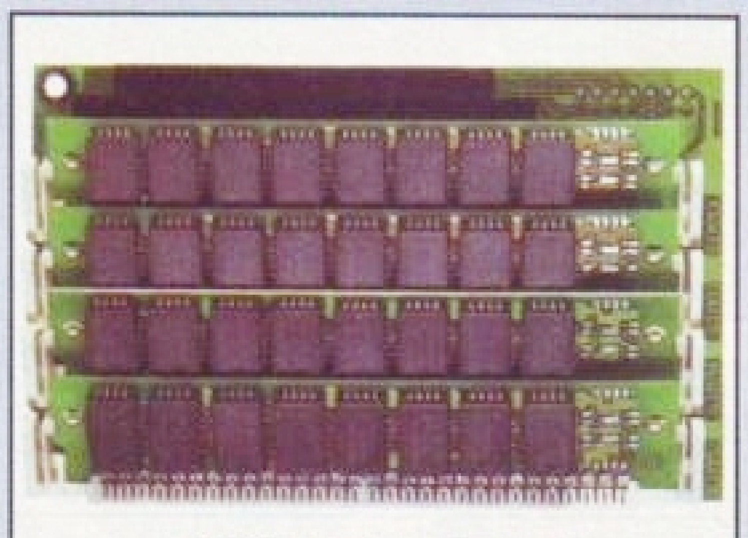
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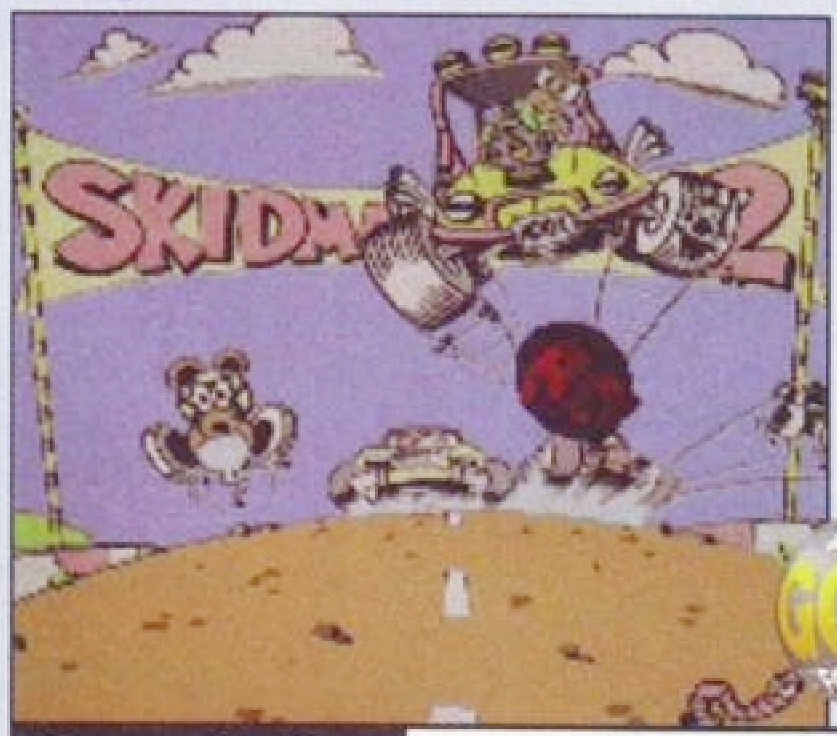
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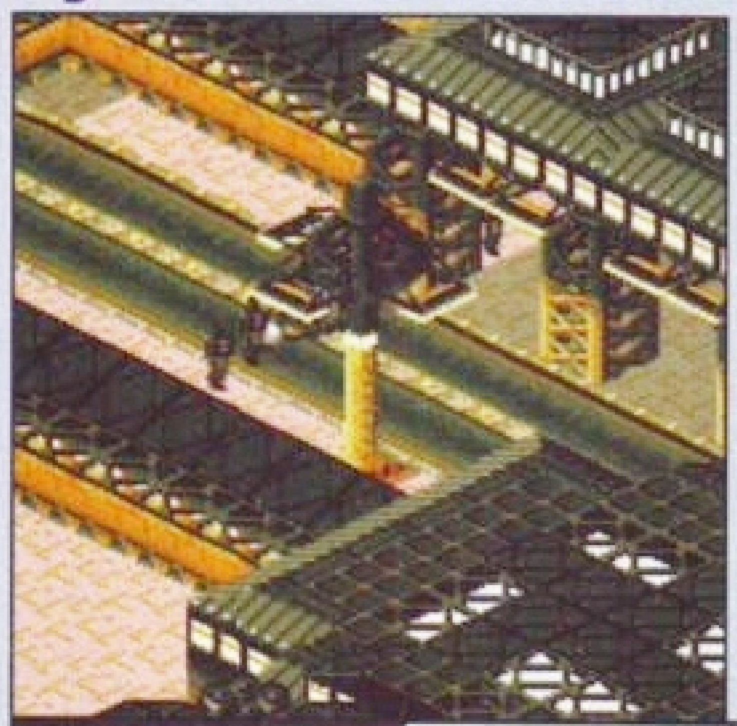


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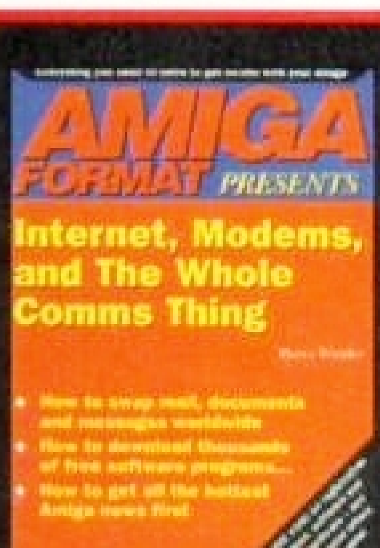
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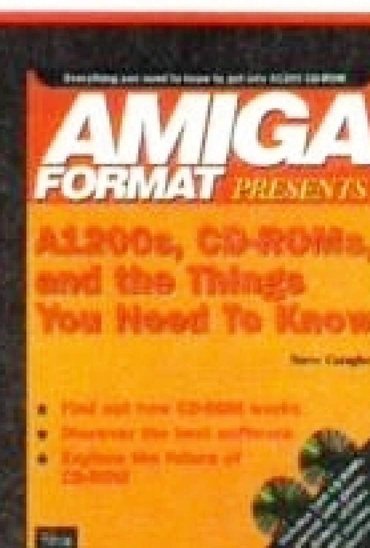
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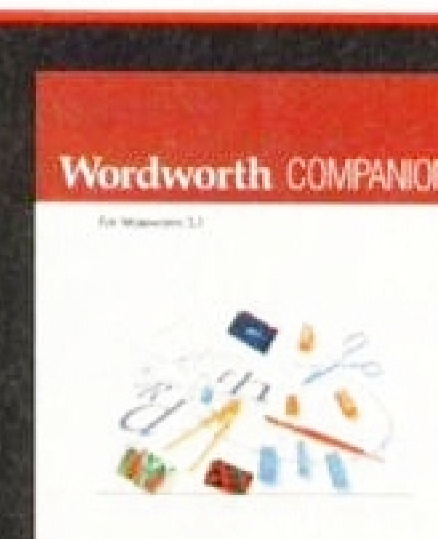
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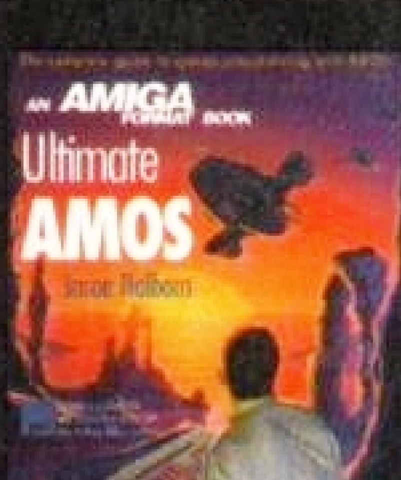
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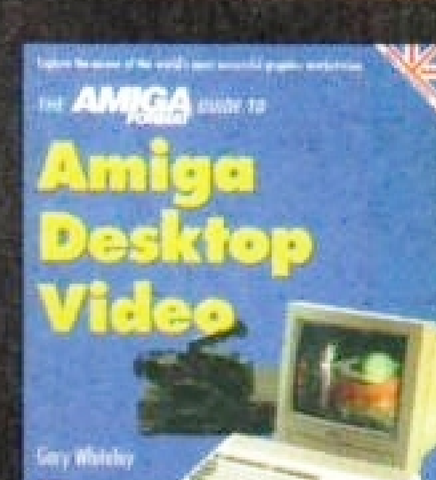
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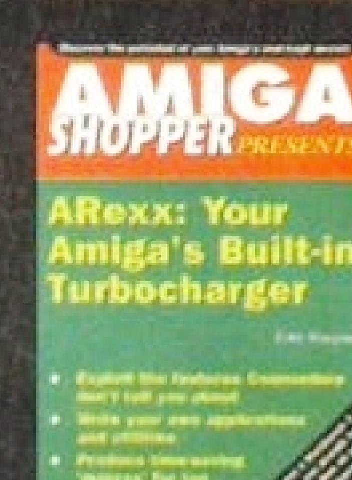
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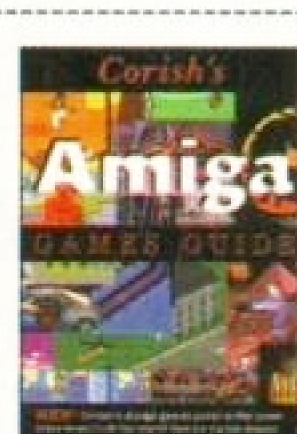
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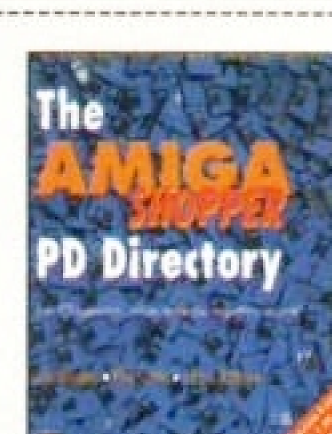
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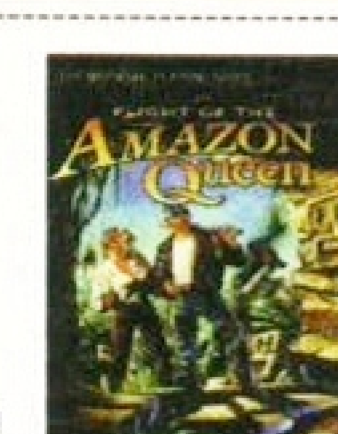
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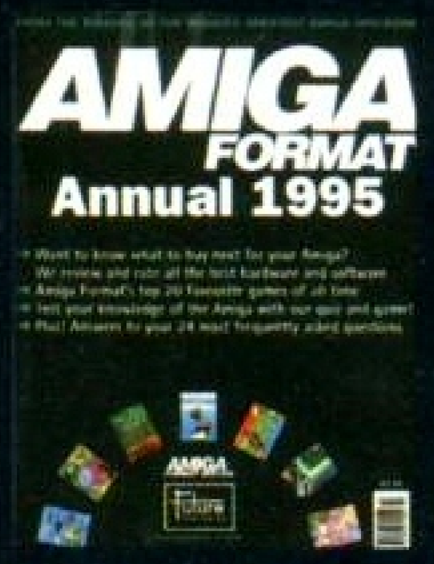
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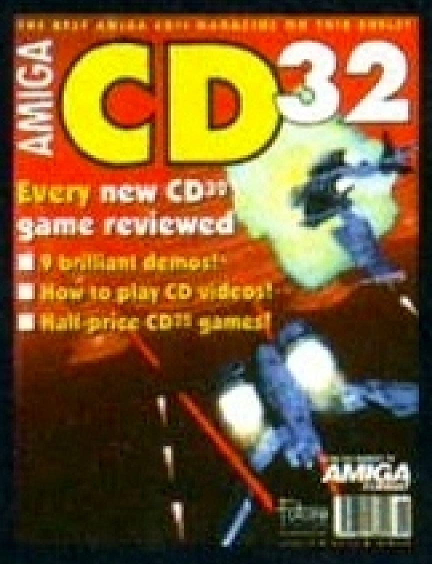
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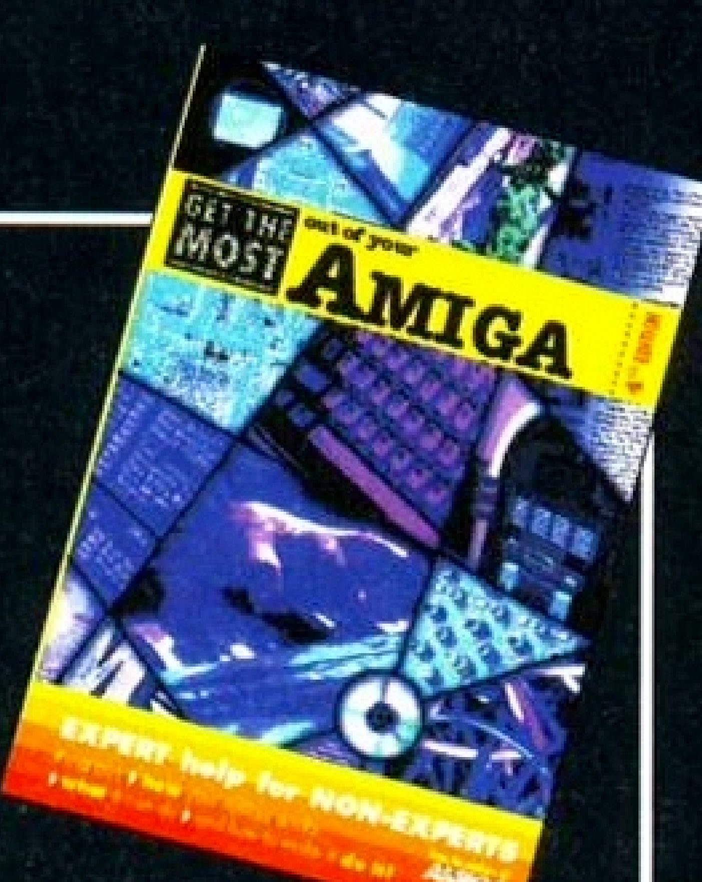
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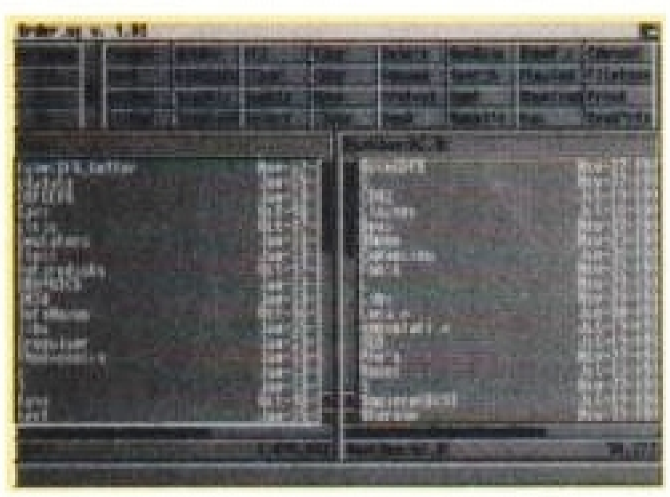
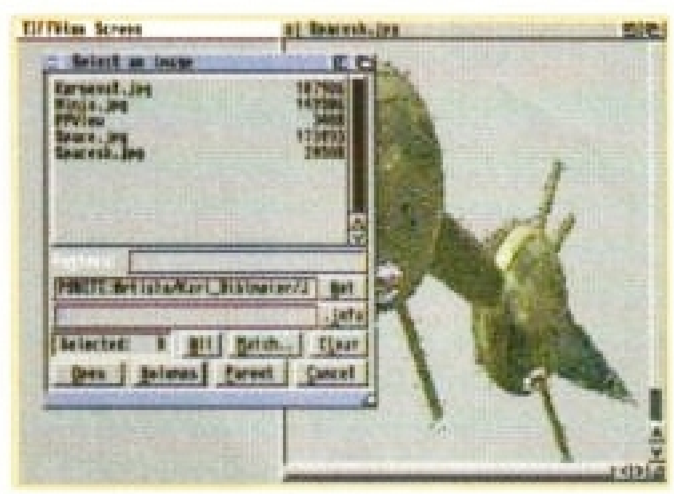
Take out a subscription now and and you can buy "Get the most out of your Amiga IV" for only £9.00 RRP £17.99

This new book for beginners and experts alike will

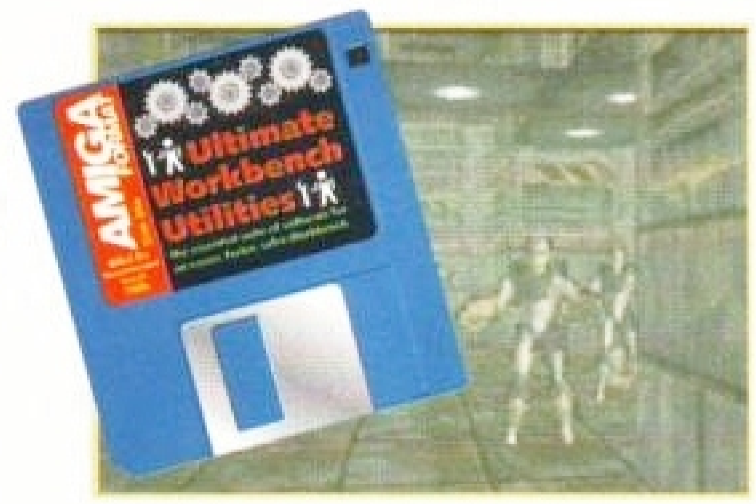


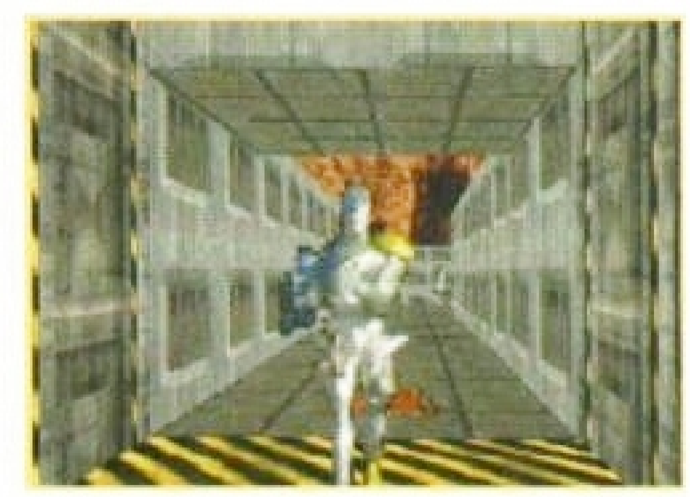
AMIGA FORMAT COVERDISKS



It's the ultimate Workbench utilities disk with ten essential programs to let you do anything you want to!




In *Breathless*, it's a fight to the death. You need to know what you're doing. So pay attention and listen up.

Breathless



Probably the best-looking, best-playing game ever on a coverdisk.

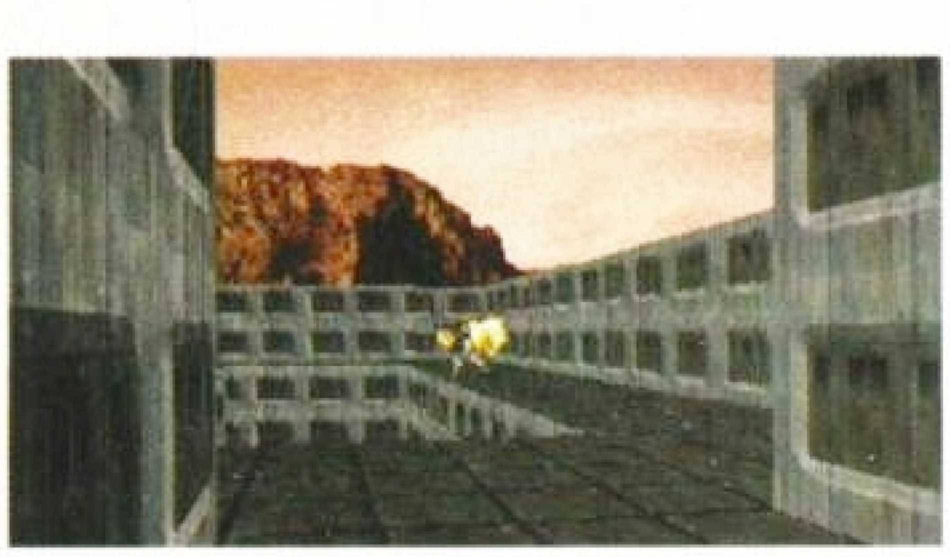
When we first saw the demo disk of *Breathless* we knew it was special. So special that we pushed hard to get it on to this month's Coverdisk. We're the first with the review and the first with the demo. I guess you could call that a scoop and an exclusive.

In the process, we've had to sacrifice any A500/600 offering. So severe apologies if you own one of those machines; if you're even on the verge of upgrading to a new A1200, check out *Breathless* in the shop. It'll be worth it.

Anyway, the disk is self-booting. Wait a couple of minutes and the game will load in. Once loaded, you must try and find the exit on the level.

On the path toward the exit, you'll come across silver androids, a nasty gold android, a computer terminal, credits, health kits, shields, a coloured key and energy items.

Kill the androids, jack into the computer and collect the rest. Simple as that. Difficult as that...



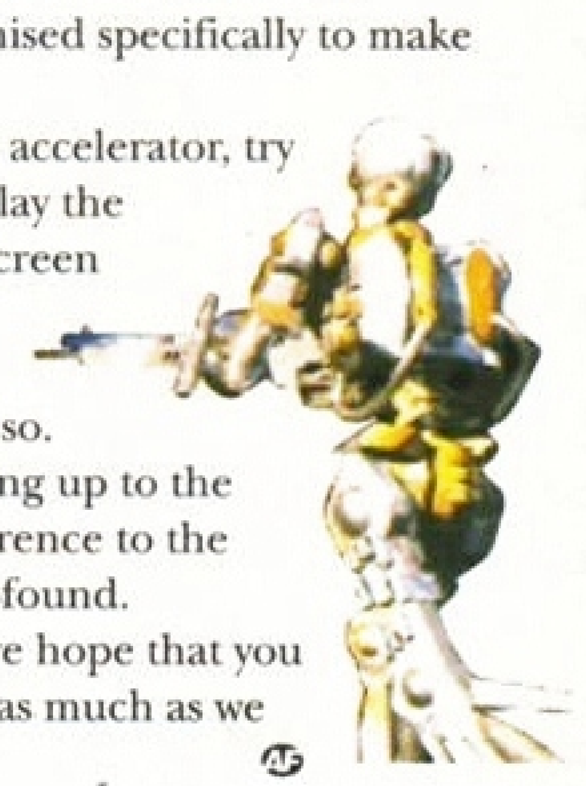
When you reach outdoors, be prepared for trouble.

In order to use the computer terminal, press the space bar and then use the up and down cursor keys in conjunction with the return key to make a selection. Handy hint No1: Buy the simple shot from the weapons accessories menu, it gives you double the fire power and makes progress easier.

If you've got fast RAM, bump up the detail or the window size. You can actually view *Breathless* in its full screen, 1x1 pixel glory on a standard, unexpanded 1200. Just don't expect it to run well.

Hopefully, it'll encourage you to think about acquiring an accelerator. The full game has been optimised specifically to make use of accelerators.

If you do own an accelerator, try the following trick. Play the demo at a small-ish screen size and 2x2 resolution for a good ten minutes or so. Then switch everything up to the best detail. The difference to the feel of the play is profound.



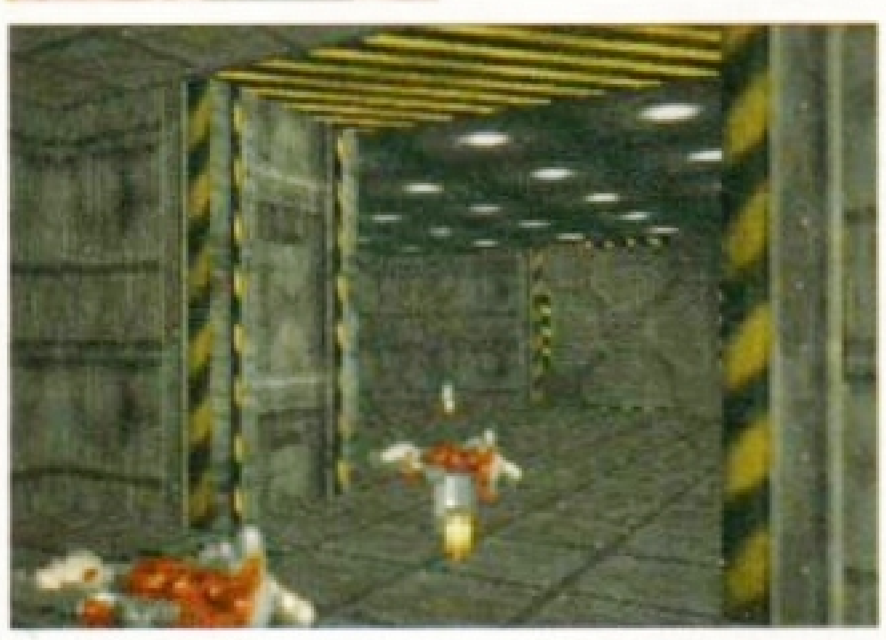
Good luck and we hope that you enjoy the demo half as much as we enjoyed playing it.

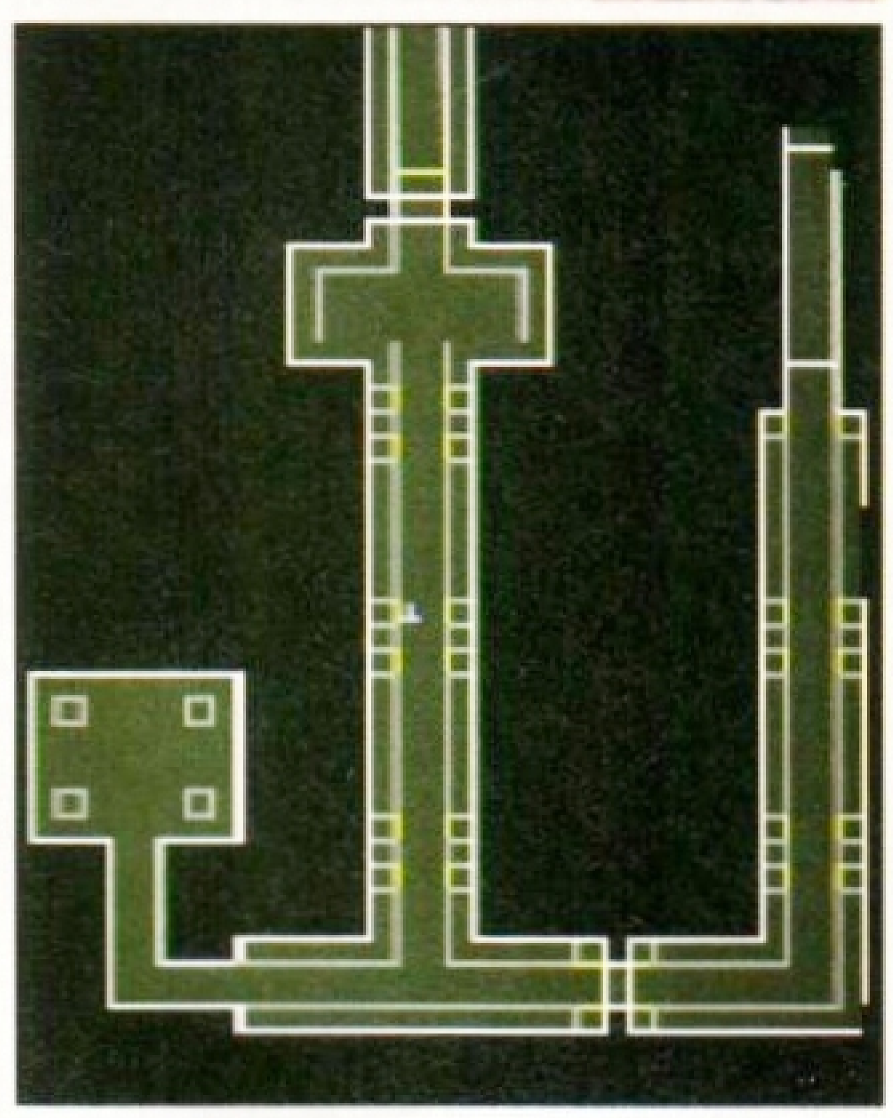
The most breathtaking playable demo we've ever had on a Format Coverdisk. Join Steve McGill as he catches his breath while explaining how to play *Breathless*.

DEAD AGAIN DEAD AGAIN, JIGGETY JIG

The main secret to surviving this level is copious and skillful use of the sidestep. Before you can learn to sidestep, though, it's best to learn the rest of the control keys. Unlike the full game where you can customise the keys to your own desire, the keys are fixed. They are:

Cursor up – Move forwards
Cursor Down – Move Back
Right Cursor – Rotate Right
Left Cursor – Rotate Left
Ctrl Key – Speed up movements
Shift + Right Cursor Key – Move Right
Shift + Left Cursor Key – Move Left
Left/Right Alt – Fire
F1-F6 – Weapons Selection (Not Relevant to this demo)
Numeric Keypad 7 – Look up an increment at a time.
Numeric Keypad 4 – Reset the Look
Numeric Keypad 1 – Look down an increment at a time
Numeric Minus Key – Decrease Window Dimensions
Numeric Plus Key – Decrease Window Dimensions
'(' Key on numeric pad – 1x1 Pixel Resolution
')' Key on numeric pad – 2x1 Pixel Resolution
'/' Key on numeric pad – 1x2 Pixel Resolution
'*' Key on numeric pad – 2x2 Pixel Resolution
Space Bar – Open doors, jack into computer
TAB – Access Map Screen





ABOVE: The map will help you out by minimising the covering of old ground. Access it using the TAB key.

RIGHT: Unfortunately, the map doesn't scroll. So you'll still have to use your memory. Hard, but fair.



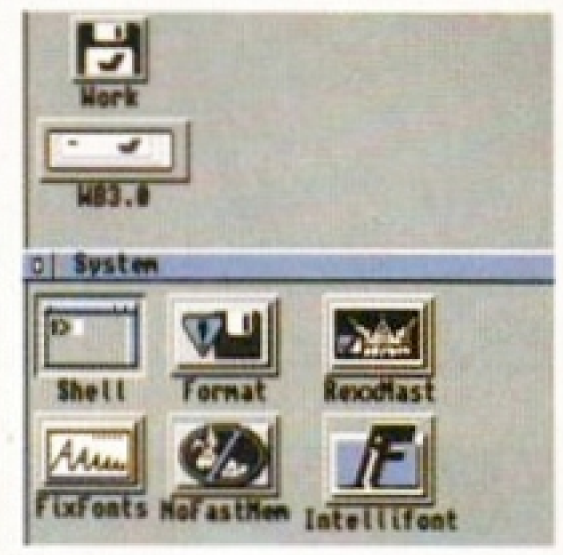
Check out the lava. The Coverdisk version of the game has a big pool's worth.



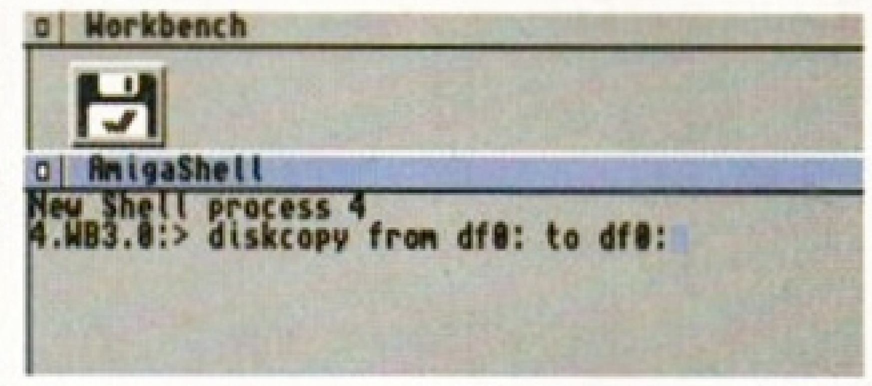
Walk over the health power-ups and scour the floor to make sure you don't miss any.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

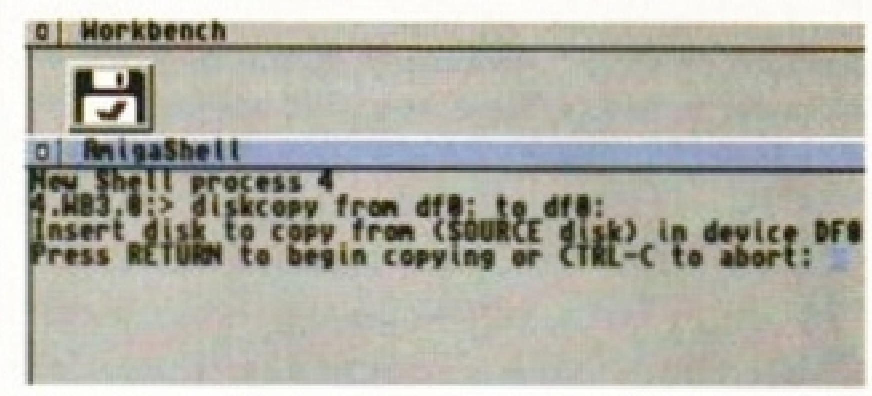


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

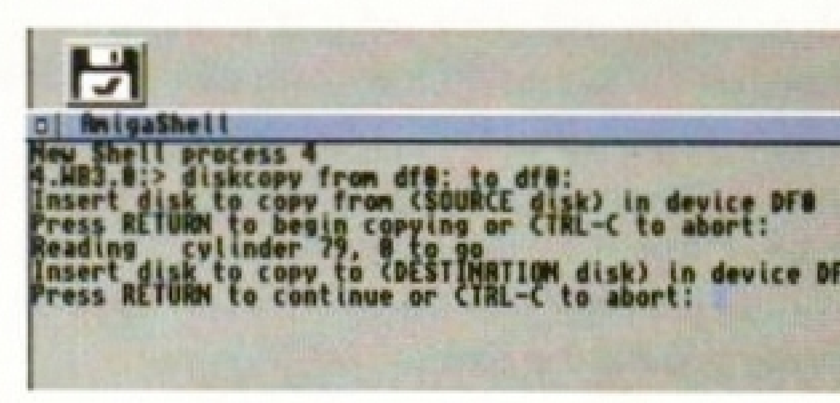


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

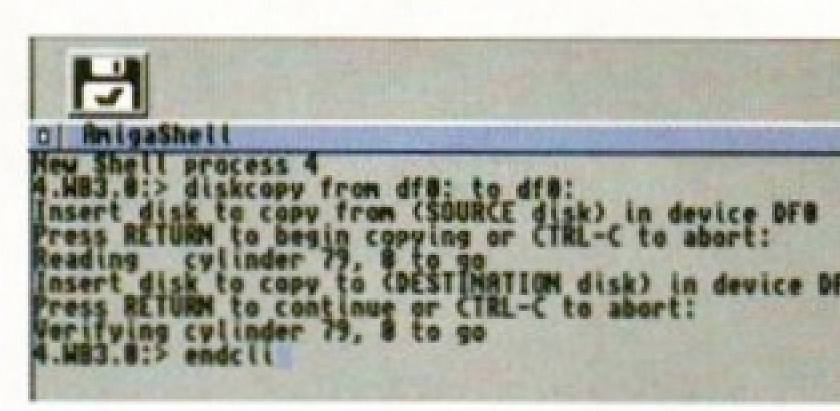
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

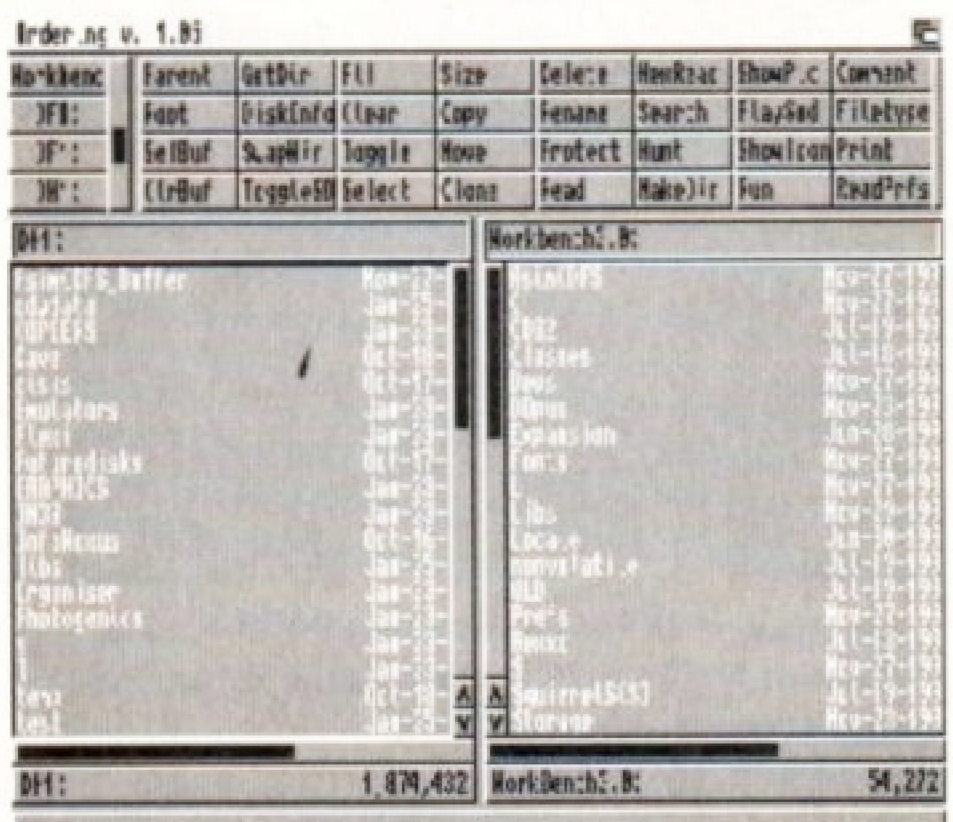
DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT



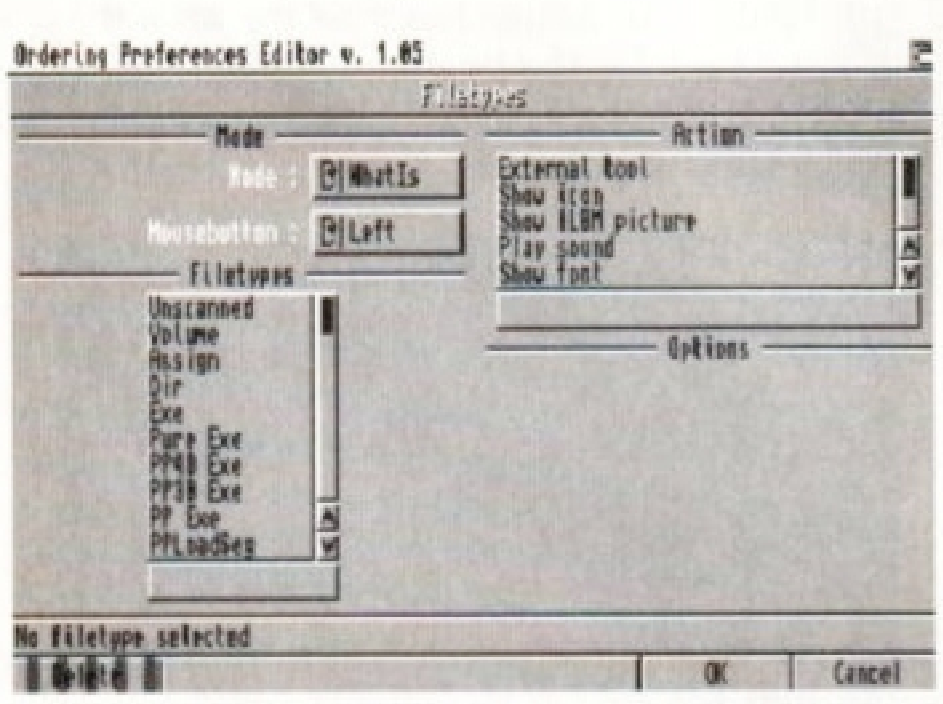
It might sound like a mouthful, but this month's Coverdisk has more to offer than just a big title. After much badgering by readers, we have compiled a disk that includes the very best utilities for your Amiga. David Taylor introduces the throng.



Ordering **is an easy-to-use file manager that will bring order to where there was once only chaos.**

This month's disk has been compiled with Workbench 2 and above users in mind, but so that we don't leave out 1.3 users completely, some of the utilities work with those machines. To use the utilities, you need to unpack the disk, which is done automatically by booting the Coverdisk.

If you have Workbench 2 or better, you can install to floppy disks or hard disk directly. Workbench 1.3 users will have one disk installed directly to floppy. You must have some blank, formatted disks ready to unpack on to - WB 1.4 users need one disk and other users need three. The whole process is automatic. Here's a list of the programs on the disk...

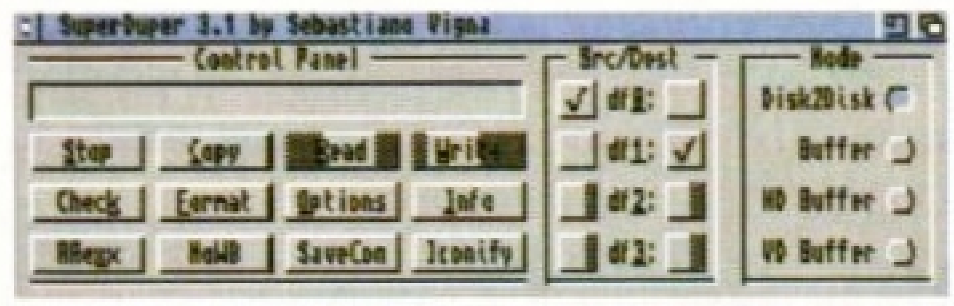


One of the best features of *Ordering* is the separate preferences editor that lets you tailor the program.

FAIR SHARE

A number of the programs on this month's Coverdisk are some form of shareware. If you find the program of use, then you must register it. In some cases, this might only require you to drop the author a line.

Remember that supporting the authors encourages them to develop further programs for the Amiga and without these authors our favourite computer might not have survived recent events.



SuperDuper **is one of the fastest disk copiers around and will soon replace the Workbench copier.**

Ordering

Amazingly, it seems that most users, even those with hard drives, still don't have a file manager. These programs allow you to access and manipulate files in a much more accessible and flexible way than through Workbench. *Ordering* is one such program that stands out because it has a separate, easy-to-use preference program, allowing you to configure it to your needs. What are the advantages of using a file manager?

Well, imagine you are browsing through a directory when you come across a picture. You want to see it, which on Workbench would mean loading a viewer. Here, you can just double-click on the file. If you then want to copy it, move it or delete it, you can do it in seconds, whereas it might take a bit of annoying "dragging and dropping" on Workbench. There are full docs, but you should find it very easy to use.

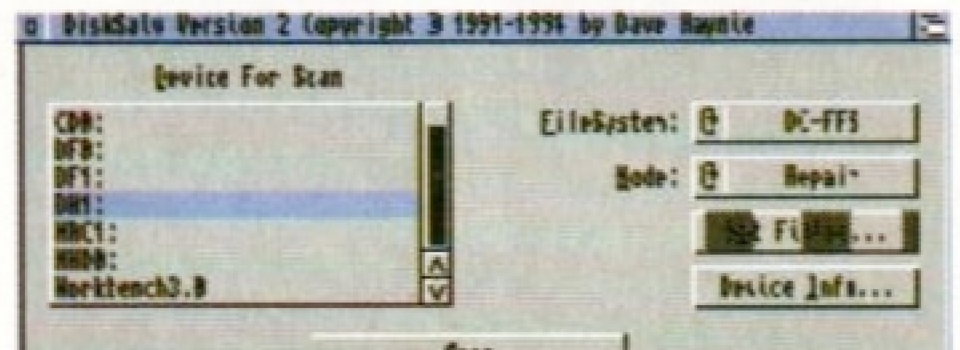
SuperDuper 3.13

Copying disks is not exactly a bundle of laughs using the diskcopy command, nor is it exactly speedy. Here's where *SuperDuper* comes in handy. It's about the fastest disk copier around and includes a fabulously simple interface.

All you have to do is load the program and tell it which disks you want to copy. You can also tell it how much buffering should be done, which is useful for those with lots or little memory. One of the best things is that you can have multiple destinations, so you can copy a disk from one drive, to two, three or more drives at the same time!

DiskSalv 2

There are some rather unfortunate times when you either delete files you didn't mean to, or format a disk you shouldn't have. Well, all might not be as lost as you thought. If you quick-formatted a disk, *DiskSalv* can recover it for you. Delete a file? *DiskSalv* can get it back. Ah, but what about disks with errors on them?



DiskSalv **can repair damaged volumes, recover deleted files and bring about world peace. Well...**

Again, *DiskSalv* might be able to recover some of the data for you.

Despite its amazing power, *DiskSalv* is very easy to use. The documents in the docs drawer explain it fully and, although the program is intuitive, should be read first. It has just been used to save my own hard drive, which was suffering from read/writes, amongst other errors. But now it's OK. Hoorah!

Virus Checker 7.18

It couldn't happen to me. Where would I get a virus from? Oh, we've heard them all, but believe us, viruses do exist and can be lethal. *Virus Checker* is one of the best ways to stop a virus ever making it on to you system.

You need to install the program (as you may have to do with some of the others on this disk), but once set up correctly on your Amiga, it will sit in the background and scan any inserted disk for viruses.

The only time you will know of its existence will be if it detects a suspicious file or block, when it will alert you and ask whether you want to kill the offending items. Use with care.

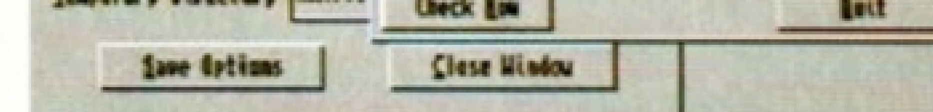
TiffView 1.17

There are now so many different formats used for images that most picture viewers would be pressed to display them. *TiffView* can show more than just the eponymous TIFFs.

The program offers a great deal of flexibility over files and uses datatypes for some files, which is why you'll find the TIFF datatype from the same author on this disk. (The datatype needs installing to your system to be accessed by programs that use datatypes.) You can alter screenmodes and, better still, save out images as different formats.

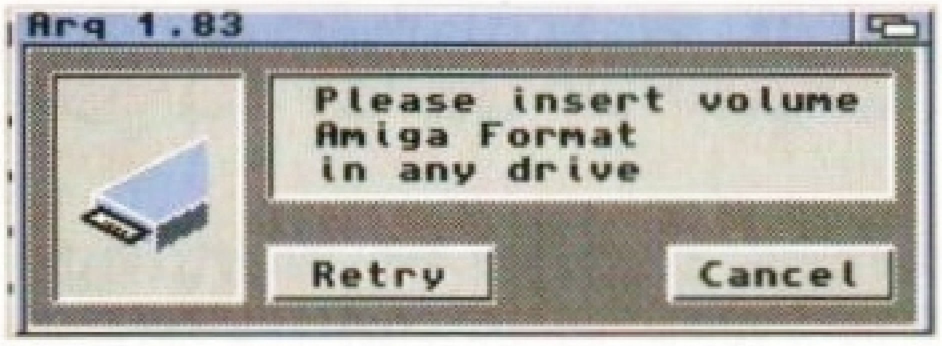
Still not convinced? Well, there are tons more options too, like the ability to apply a gamma filter to an image, which allows you to brighten up any dark images you have, or darken light ones.

This is an unmissable program.

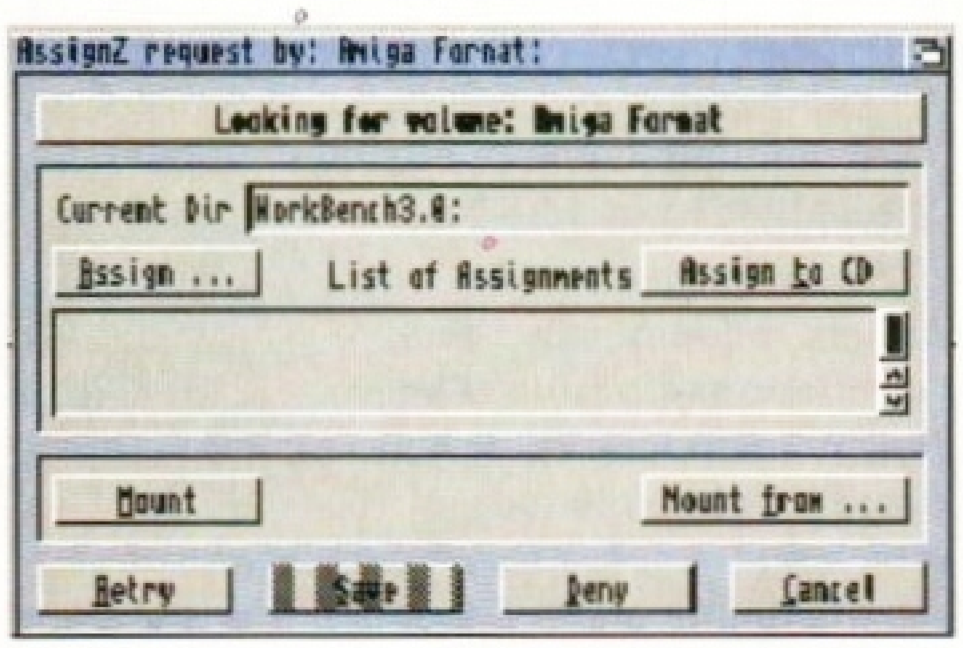


Virus Checker **is the essential program that can protect you from the dreaded viruses.**

The Ultimate Workbench Utilities Disk



Arq will transform your requesters into fully animated ones that look, well, lots better.



AssignZ gives you the power over assigns through an easy-to-use requester that you can use to direct the system towards the necessary directories.



Ever wanted a nice and simple module player? No fuss. Just select a module and it will play it. Here it is! Once loaded, the interface shows with the buttons to control the module.

Arq

Despite all the refinements made to Workbench over the years, we still seem to be stuck with very dull requesters. Shoved in the top left-hand corner of your screen, they can be quite intimidating. *Arq* solves this by changing your requesters to animated ones, which can transform your Workbench.

To use it, you need to run it, which is best done from your user-startup sequence, which can be found in S:. Copy the program to your C: directory and then add the "run arq" line to your user-startup.

If that all sounds a little complex, don't worry, it's all explained in the docs. This is the latest version, which allows you to attach samples to requesters, and includes a simple sample player.

Icon Chief

If you end up using the "Show all files" requester from the Workbench window menu, you will find that many files are shown with the same, useless default icon. When installed, *Icon Chief* changes this and makes an intelligent guess at filetypes, showing an appropriate icon which lets you know what you're dealing with.

PlayMod

Sound modules abound on the Amiga, but how about a simple module player that allows you to load a module and skip through chunks, stop, pause and quit all through an interface.

PlayMod offers all these features and yet remains small enough to be popped on to many of your disks.

AssignZ

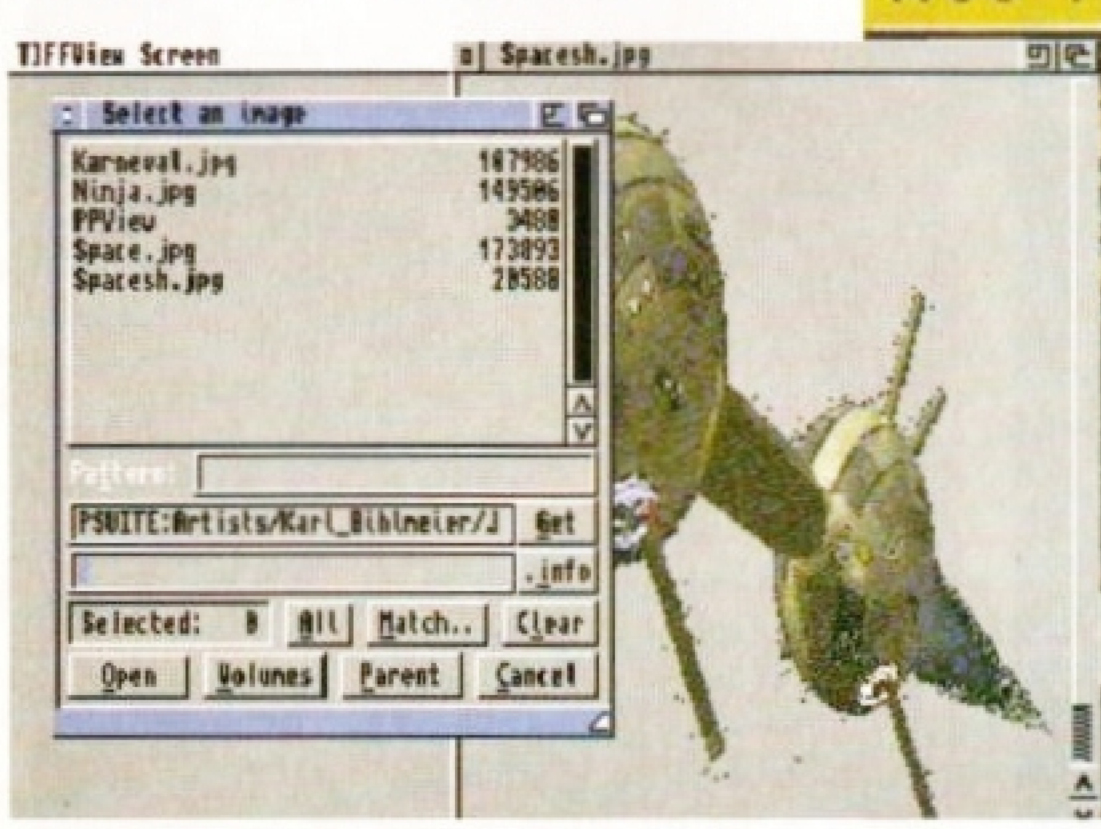
The Amiga often makes use of pseudo volumes, which means that a disk is assigned to a directory. Then, when the Amiga wants a files from a specific disk, instead of requesting the disk, it simply looks in the relevant directory. This works fine in theory, but runs into problems when you don't have the assigns set up, maybe because you weren't aware they were needed. *AssignZ* takes away the hassle of entering a Shell and finding the correct assign.

Every time a volume is required, *AssignZ* pops up and allows you to assign it through an interface. So, if you are asked for information that you know is already on your drive, you can point your Amiga in the right direction easily and painlessly.

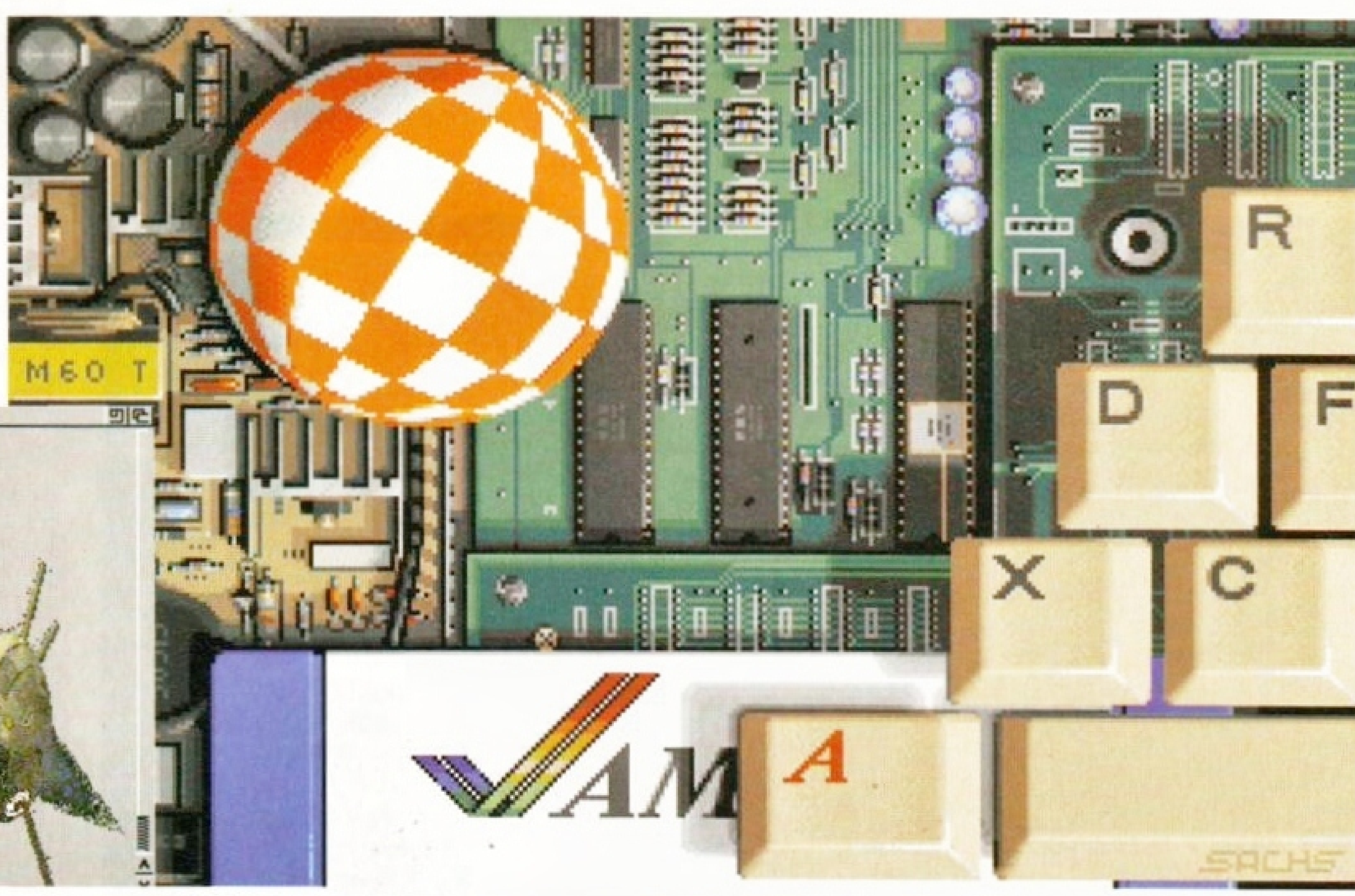
A1200 FAQ

To round the selection off, we included a set of Frequently Asked Questions about the A1200.

This document takes each of the most popular questions and answers them in plain English. So if you've got a problem, the answer could well be here.



TiffView lets you show many types of picture formats and has masses of options.



With *TiffView* you'll be able to view images at different sizes and quality and can also use the program to convert images between formats. All part and parcel of *AF's* Ultimate Workbench Utilities Disk.

AMIGA FORMAT COVERDISKS

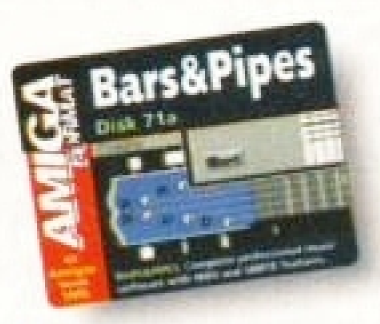
CAN'T GET YOUR DISK SOFTWARE WORKING? CALL (MON-FRI 2PM-6.30PM) 0191 584 0682



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)



Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (AF73)



If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

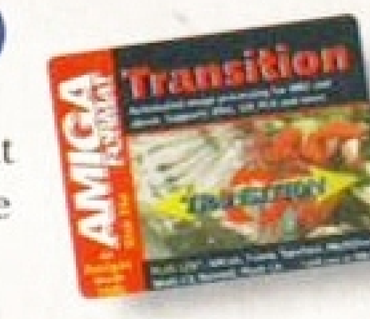
Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (AF73)



To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.

TRANSITION (AF74)



If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.

INFONEXUS/DATANEXUS (AF76)



Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.

REAL 3D (AF77)



If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.

Snap Maps offer

If you got issue 78's *AF* Coverdisk with our excellent selection of Snap Maps, you will no doubt be pleased to hear that you can now upgrade to the full version of the collections *Fields & Foliage* and *Building Materials & Fabrics* for either: (Tick appropriate box.)

- ❒ £76 each volume (without *AF* Coverdisk £99.95)
- ❒ £140 for both volumes (without *AF* Coverdisk £188)

Name ....

Address ....

....

Post Code ....

Send your order to:

Activa International
Produce House
1a Wickham Court Road
West Wickham
Kent BR4 9LQ.

Tel: 0181 402 5770
Fax: 0181 402 5780.



In issue 78 Graeme Sandiford was so impressed by this collection of 3D modelling tools that he slapped a Format Gold on it. For £120 you get a whole range of high-quality objects that should have you rendering stunning scenes, from jungles to urban areas, in no time.

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

AF DISK NUMBER XX
DISCOPY LABS,
PO BOX 21,
DAVENTRY
NN11 5RT

This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

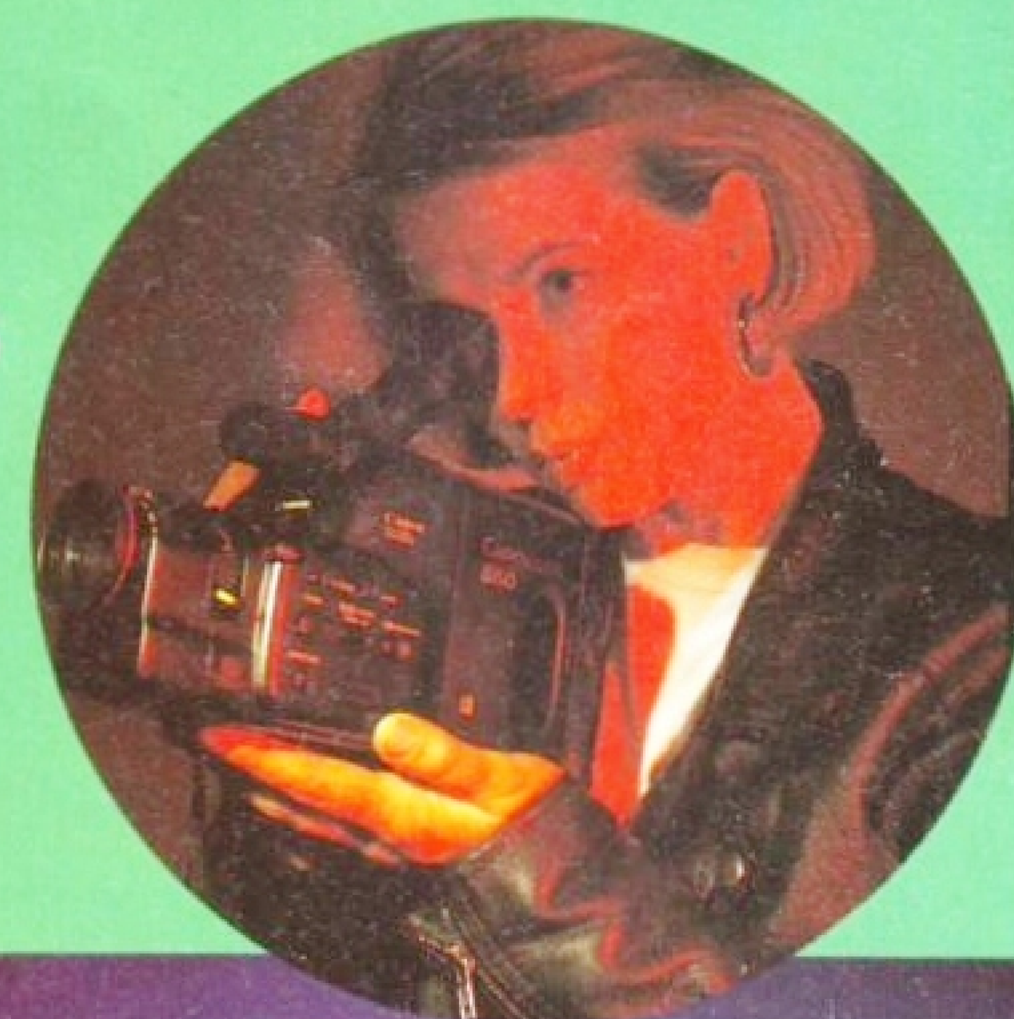
In this case, the disk has been damaged and needs to be replaced.

Next month

Making movies...



This month you found out about the power and potential of MPEG video. Next month we look at the power and potential of the Amiga in a video setup.



Find out what equipment you need to set yourself on the way to becoming a self-styled Tarantino. You will be surprised at how little you need to get started.

From titling to editing, we cover all the vital aspects that any self-respecting videographer should be aware of.

From procedures to concepts, creativity to implementation, we take a look into the future and speculate on the flourishing cable market and its impact on the future of television. Be there.



February issue

On sale Thursday, 18th January

Future contents may be subject to change, so don't say we didn't warn you.

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INT.DRIVES



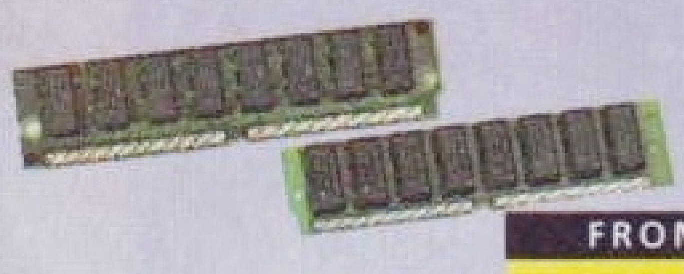
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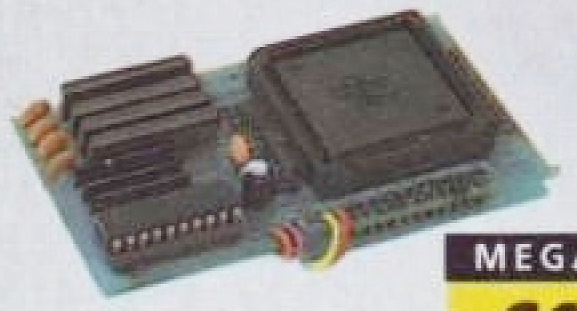
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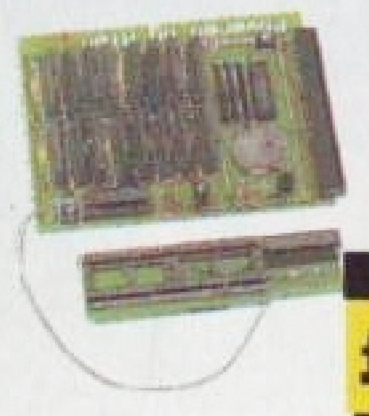
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MEGACHIP **£159**

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1.76 XL DRIVE A4000 .... **£75**
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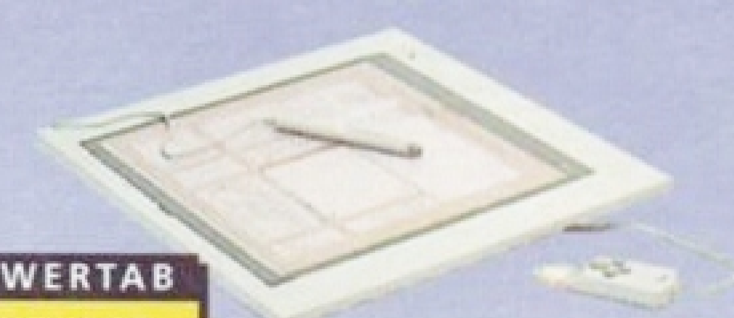
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